(B-CLUB SPECIAL)

BUBBLE

GUM CRISIS

▶ORIGINAL VIDEO ANIMATION SERIES

▶THE STORY OF KNIGHT SABERS 2032～2033

■cover illustration: KEN-ICHI SONODA

■reverse side cover illustration: KIMITOSHI YAMANE

■inside cover illustration: TONY TAKEZAKI

TINSEL CITY・BORN TO KILL・BLOW UP・REVENGE ROAD・MOONLIGHT RAMBLER・RED EYES・DOUBLE VISION・SCOOP CHASE

B-Club Special Bubblegum Crisis

Machine Translated by Eff_Efferson (May 2026)

Eff’s Note: I did this from the archive’s version of the book and it’s not high resolution so I couldn’t make out page numbers and I don’t think they are in the right order. I tried to rearrange and label them when I could.

(Section 1 Episodes 1-4)

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(REFLECTION)

Illustrated By: HIDEKI KAKINUMA

- **“Dad, when are you coming home?” *(Referencing Sylia’s childhood trauma and her father’s obsession with Boomer research.)***
- **A Boomer engaging the AD Police: This Boomer fires a laser from its mouth, overwhelming the AD Police’s Fire Bee helicopter. It eventually assimilated the helicopter’s weaponry into its own body.**
- **The Boomer’s ultimate weapon—Fusion: This is the core ability of the Boomers. Here, a Boomer is shown merged with a Gatling gun, its "mouth" turned toward the Knight Sabers.**
- **Sensors: The Boomer's sensors groan as they search for their next target.**

Captions & Notes:

- **A Boomer fused with a Gatling gun: *(Shown in the top right illustration)***
- **Finishing it off with a Knuckle Bomber: *(Referencing the Knight Sabers' signature explosive punch)***
- **Leon: “I’m a fan.” *(Leon’s classic line when he first encounters the Knight Sabers)***
- **Sylia’s business dealings: "Paying 20 million for information… is it really worth that much?" "I wonder if I look cool doing this…"**

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TINSEL CITY

- **Distracting with a doodle: Doing legwork to find Cynthia.**
- **Priss being followed by a Boomer: The tension builds as she is stalked.**
- **Priss confronts the Boomer on her bike: A high-speed showdown on the streets.**
- **Receiving the request from USSD: Sylia and the team are briefed on their mission.**
- **Sylia and the others being chased by Frederick: The hunter becomes the hunted.**

The Final Battle

To handle Frederick, who has transformed into a Giant Boomer, Priss dons her Hard Suit and charges in alongside her Motoroid. Once inside the Giant Boomer's body, Priss initiates the Motoroid's self-destruct sequence. However, internal tentacles lash out from within the monster to attack her.

- **A fearless smile directed at Priss: *(Referring to Frederick or the Boomer's arrogance)***
- **Priss begins her counterattack against the Boomer: "I'm gonna need you to die for me."**

Illustrated By: SHINJI ARAMAKI 8 BUBBLEGUM CRISIS

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[VIDEO / OVA] BORN TO KILL *COLOR / STEREO HI-FI (L-BIT) / DIGITAL SOUND*

- **Top Illustration: A Boomer attempting to kidnap Cynthia from the submerged Water City.**
- **Center Section: A massive explosion occurs at a Genom building. When Priss and Linna visit the site, they find a woman confronting the manager—it is Linna's friend, Irene. "He was murdered!" she cries. The man who died in the explosion was Irene's fiancé. Irene intends to expose the connection between her fiancé's death and Genom to the press. However, she is ambushed by the sharp claws of a female Boomer, one of Mason's subordinates. To avenge Irene, the Knight Sabers head to a Genom factory. There, the Super Boomer—developed by Irene's late fiancé—lies in wait.**
- **Lower Section: The Satellite Sync System was built into the Boomer. The Super Boomer, unleashed along with Mason's ambitions, proves resistant to almost all of the Knight Sabers' attacks. Cynthia was being utilized as the core of this Super Boomer. The "Black Box" hidden within her body was the key.**
- **Satellite Beam: From space, a lethal beam is directed toward the Knight Sabers.**

Captions & Side Notes:

- **"He was murdered!": Irene's desperate cry for justice.**
- **Priss and Linna at the accident site: The duo investigating the Genom explosion.**
- **Priss striking a Boomer: A mid-action shot of Priss engaging in combat.**

Illustrated By: LEY YUMENO BUBBLEGUM CRISIS 10

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(REFLECTION)
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- **Sho's mother, crushed under the rubble: She was caught in the demolition of their apartment building and pinned under the debris.**
- **Sho had already realized the truth: *(Referring to the boy Sho's intuition regarding the "accidents" caused by Genom.)***

The Siren of Tinsel City

Sirens echo throughout the city as a Boomer goes on a rampage within the AD Police jurisdiction. Leon, the man who earned the nickname "Boomer Hunter," heads out to the scene. However, standard police equipment is simply no match for the Boomers.

Captions & Notes:

- **Priss, trying to share a dream with Sho: "Maybe I'll stop by the electronics store later."**
- **Priss's irritation at Genom's methods: "I'm really starting to hate this..."**
- **Dialogue Snippet: "I'm telling you, I'm already pissed off!"**

Illustrated By: KIMITOSHI YAMANE 15 BUBBLEGUM CRISIS

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BLOW UP

16 BUBBLEGUM CRISIS Illustrated By: Kimitoshi Yamane

Main Text: The Moto-Slave Debut

"It's to protect everyone!"

"Priss straddles the Moto-Slave given to her. Since it's her first time using it in actual combat, things don't go as planned and the unit's posture is unstable. 'Dammit Mackie, you could've given me a manual!' she grumbles. However, the power hidden within the Moto-Slave was incomparable to anything she had used before."

Action Captions

- **The Boomer was a Bu-12B type.**
- **Linna defeats a Boomer using a combination attack with her Moto-Slave.**
- **Annihilating the Boomers with the power of the new models.**
- **"Holy... it really works!" (Referring to the effectiveness of the new gear).**
- **Sylia confronting Mason. (A key dramatic beat where the leader of the Sabers faces her nemesis).**

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REFLECTION

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Scene Captions: The Fall of Mason

- **Priss's job is finished.**
- **Sylia's attack is evaded.**
- **To settle things with Sylia, Mason makes his appearance in person.**
- **The Laser Sword is the primary [weapon].**
- **Mason is finally defeated.**
- **Mason, along with his ambitions, has fallen.**

Dialogue & Narrative Snippets

- **Hovering... but it's a Boomer.**
  - **"That was the Bu-12B type, whose production is prohibited within the country."**
- **The Red Bike arrives.**
  - **"A woman has arrived on a red motorcycle. Could that be the 'Knight Sabers' Mason was talking about...? They move too fast."**
- **The Knight Sabers' "Sign" (Calling Card).**
  - **Leon gazes at the "sign" with a look of satisfaction.**
- **Living in the shadows... (Referring to the secret lives of the Sabers).**

PART 1: BUBBLEGUM CRISIS

AD 2032, Megalopolis TOKYO. In a corner of the city at the live house "HOT LEGS," Priss is once again electrifying her fans on stage. Just as the audience's energy reaches a fever pitch during her vocals, she catches an "N-Sign" from Linna, who is stationed in the crowd. A Boomer has appeared in the city!

A sudden appearance of a new-model Boomer leads to a confrontation with the responding AD Police. However, with its powerful laser cannons and a Gatling gun scavenged from a helicopter, the Boomer displays overwhelming strength. Even Leon, the AD Police commander who rushes to the scene after receiving the transmission, is left helpless against its violent assault.

But as the Boomer continues its rampage, racing down the highway, three shadows appear before it. It is Sylia, Priss, and Linna—clad in their Hard Suits. They are the Knight Sabers! The Boomer that had given the AD Police so much trouble is no match for them. It is quickly neutralized by the combined force of their Knuckle Bombers and Railguns.

The Secret of the Knight Sabers

Sylia finds herself reminiscing about her father. Ten years ago, her father was so engrossed in the research and development of Boomers that he often left Sylia and her younger brother, Mackie, feeling lonely. Then, her father was killed in a laboratory explosion. While still reeling from the shock, a data unit left behind by her father arrived at her doorstep. Inside was a vast amount of information, including the mysteries of Genom's Boomers and the specifications for the Hard Suits.

At the same time, Sylia learned the truth: her father's death was no accident—he had been murdered by Genom. The culprit was Mason, the right-hand man of Genom's chairman, Quincy. From that day forward, Sylia's battle began.

The next morning, an article appears in the newspaper requesting the services of the Knight Sabers. SurPrissingly, the client is the USSD (United Space

Surveillance and Development). Sylia and Nene begin their preparations, heading out in their Hard Suits…

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ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033 THE STORY OF KNIGHT SABERS

Illustrated By: SHINJI ARAMAKI

Action Captions

- Priss, the Shooting Star: (Likely referring to her high-speed bike maneuvers).
- "That's the one!"
- "Cas" collapses: (Referring to Priss's friend Anri/Cas).
- The Cyber Monster, "Griffon": Driven by madness and a desire for revenge.
- Gibson: Equipped with the Mind Feedback System to pilot the Griffon. To protect the sensor-unit Naomi and himself, the "Outriders" are willing to cross any line, even if it leads to destruction.
- Across the scorched asphalt…

Dialogue & Scene Snippets

- "Heh, heh… Ha-ha-ha!" — Gibson, synced with the Griffon, laughing in his frenzy.
- Gibson controlling the Griffon: (A depiction of the mental strain/connection).
- Priss is cornered: A moment of high tension in the chase.
- Gibson's fearless/defiant smirk: "Even if I don't have you [help me]…"
- The bike revs up: The roar of Priss's custom machine on the highway.

Key Context

- **Shinji Aramaki: The illustrator here is also the lead mechanical designer. Notice the focus on the "Mind Feedback System"—a classic cyberpunk trope where the pilot's brain is wired directly into the machine, often leading to mental instability.**
- **The Griffon: A heavily modified, monstrous car that serves as the primary antagonist of this episode. It represents the "revenge" theme, as it was built to hunt down the biker gangs of Mega Tokyo.**
- **Outriders: This refers to the rogue elements or the specialized biker culture depicted in the episode's highway battles.**

(Part 2 - Interview section)

SPECIAL INTERVIEW: KINUKO OMORI (Priss)

KNIGHT SABERS: THE BOND【絆】

- **Date: 1991.6.12**
- **Place: Shibuya**
- **Interviewer: S. Koizumi**
- **Profile: Born May 27, 1967, in Tokyo. A rock singer who perfectly synchronized with the role of Priss. Her stoic attitude won the hearts of many fans. Currently active and thriving in the band "SILK."**

Reflecting on the Last Five Years

Interviewer: Let's talk about your experiences with *Bubble*, looking back from four years ago until now... Omori: It's been five years, actually. Interviewer: Ah, so the first audition was five years ago. We've been doing various things since the latter half of '86. Omori: That's right. Interviewer: You were still in your teens back then! Omori: I was a high school student!

Interviewer: A lot has happened in these five years. How have you changed from when it started to now? Omori: You mean now that I'm in [the band] SILK? Interviewer: Yes. Omori: In the beginning, I didn't really know what was going on. When I first played Priss, I didn't quite "get" it. It wasn't that I was being forced to do it, but looking back, I feel like I wasn't moving of my own will. Eventually, my consciousness shifted. I realized, "Oh, this is something *I* have to create." I thought I understood that from the start, but I really didn't.

Interviewer: Voice acting is a complex mix of acting and technique, so that adds to it... Omori: Exactly. It was all unknown to me. I just did what I was told. I couldn't even think about how I wanted to portray the character... But by Episode 3 or so, I started thinking, "Maybe it's better to do it this way?" and I began to find my own way of acting. I think that experience is connecting to what I'm doing with SILK now. Looking back, I feel like I was just relying on everyone else at first. I was trying my best in my own way, but I don't think it was coming out right.

Interviewer: From Episode 3 and 4, everyone started to… Omori: Yeah, there was a sense of unity. I became able to take the initiative and ask questions. I could consult with Ryoko-san [Ryoko Tachikawa/Sylia] about the meaning of lines. At first, we weren't that close, so I couldn't really ask, you know? (Laughs). I felt it was hard to approach them. I ended up just doing a lot of trial and error in my own head. I wish I had just been honest and asked sooner! (Giggles).

Omori: But the pressure was real at first! Priss is so cool, so I really worried. I wondered, "Was it okay for me to take on such a big role?" (Laughs). I felt like I was 100 years too early for it… but by the end, that definitely changed.

Interviewer: That's true. And the character of Priss really matched you, Kinuko-chan. Omori: Yeah! It’s strange looking back. Like the motorcycle license… I got my license about two weeks before the talk of the Priss role came up. It felt like a coincidence. Interviewer: Even in terms of the songs and the lifestyle, you’re similar. Omori: Also, Sonoda-san [Character Designer] watched a video of my live performances and used that to draw Priss's live scenes, right? The outfits are exactly the same! (Laughs). My actual stage costume and Priss's! I was really moved by that.

Interviewer: Thinking about it as a five-year journey… Omori: It’s been long! I feel a little lonely now… (Giggles). Interviewer: The meeting of the four of you was a big deal, wasn't it? Omori: Honestly, I didn't know anything about the world of anime. But Michi-chan [Michie Tomizawa/Linna] told me that it's actually rare for four girls to get together and get along that well. In the music world, there can be jealousy, but we were like real comrades. When I was stuck, I'd be like, "Write me a song~!" (Laughs). I thought that was normal, but Michi-chan told me, "It's usually not like this!" No wonder it was so much fun!

At first, my relationship with Akko [Akiko Hiramatsu/Nene] was very professional. I’m not the type to talk much, so I didn't mean to be mean, but Akko said I was scary at first! (Laughs). She said, "Kin-chan was so scary I couldn't talk to her." Like I had the "aura of a professional singer." I was just shy! But it became so fun. The "work-only" vibe disappeared. We'd go to an event and say, "Let’s make today a great stage!" and then go out drinking afterward! I had a strong sense of camaraderie with Akko, Michi-chan, and Ryoko-san. Because of that, we were able to create something good. And when we did, it was like, "Okay, let’s drink today!" (Giggles).

Interviewer: So you'd always end up drinking! Everyone was stiff at first, but you opened up over time. Omori: I was actually scared of Ryoko-san at first! Interviewer: Tell us about your first impression of Ryoko-san. Omori: I was intimidated when we first met. She just had this "Veteran" aura you could feel even if she didn't say a word. I thought, "Wow, this person is amazing." Akko told me I looked very dignified walking into the studio, but that was just a front. My heart was pounding! (Laughs). I thought it was best not to get too close to her. When using the mic, I was so nervous being next to veterans like Ryoko-san or Furukawa-san [Leon]. I just didn't want to get in the way of their performance. I thought I should just go in secretly and sneak back out. But you can't make something good like that. Around Episode 3 or 4, I started talking to Ryoko-san about private things... and by the end, we were totally close. When we went to the event for Episode 8, Ryoko-san and I had a blast!

Interviewer: That night in Fukuoka was great. Going to the ramen stalls in the middle of the night. I wish I had a tape recorder for that (Laughs). You guys were having such a good talk. Omori: Yeah. I thought, "Why didn't I do this sooner?" I should have opened my heart earlier. I always thought Ryoko-san was so smart. She's very calm about everything. I realized that's a quality I need to have too. And the way she talks outside versus when she enters the booth is totally different. I really looked up to her acting and her spirit. It was amazing.

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SPECIAL INTERVIEW: KINUKO OMORI (Priss)

VOICE: THE KNIGHT SABERS

On Ryoko Tachikawa (Sylia Stingray)

Omori: Actually, Ryoko-san is quite different on the inside than she appears. I've only recently realized this, but she's actually a very cute person! ♡ But I used to feel like she was on a completely different rank than us. Since she was so far above me, even at events, I felt bad inviting her out at night. I felt like I'd be forcing her to "lower her level" to join us! But that wasn't the case at all. You know how they say when you talk to a child, you should get down to their eye level? Ryoko-san was the kind of person who did that naturally, but I was just stuck in my own head thinking, "I shouldn't make her lower her standards..." (Laughs). Eventually, we were able to talk deeply. My image of her changed as I realized how much I wanted to talk to her.

Interviewer: Everyone in the cast leads such impressive lives. Omori: When I listen to how Ryoko-san lives, she's so serious and calmly considers the direction she's going. One night during an event, we talked until morning over drinks about why she became a voice actress. I felt like she's someone who observes herself very objectively. She must have gone through a lot when she was younger...

On Michie Tomizawa (Linna Yamazaki)

Interviewer: Next is "Michi-chan." Omori: Michi-chan! Hehe, I can't help but laugh! The other day, she wrote a comment for my fan club newsletter. She wrote, "I'm a huge personal fan of SILK!" Since we hadn't met in a while, it really touched me. Michi-chan always looked at me as a vocalist. Even though she sings herself, she always deferred to me when it came to music. When I was singing at events, I'd look toward the wings of the stage and always see Michi-chan clapping and watching me. I remember that so clearly... it makes me want to cry. I felt such a strong sense of camaraderie with her. Like, "What a great person!" Since she's older than me, I probably shouldn't say this—and Akko calls her "Michi-chan-san"—but I just call her "Michi-michi!" (Laughs). She has this power and kindness that makes you forget the age gap. Even if she is a bit loud! (Laughs).

Interviewer: Hahaha! Omori: She’s just a warm, wonderful person. We became close because I could feel her consideration for me. When I’d start rehearsals, she’d always stop doing her makeup to come watch and shout, "Kinuko, you're great!" And I could tell she wasn't lying. She's truly kind and says what she thinks. She’s precious to me. She was the first one I became close with; she talked to me so casually that it really helped me relax. Like a big sister.

On Akiko Hiramatsu (Nene Romanova)

Interviewer: And then there's "Akko." Omori: In the newsletter, Akko suddenly wrote, "I love Kin-chan! ♡" (Laughs). That’s so like her. Every time we meet, she says it. She’s like a little sister to me, even though we’re the same age. But when we talked at home, I realized Akko is actually very mature. Interviewer: She’s different than she looks, isn't she? Omori: I was surPrissed. I wondered where that maturity came from. She thinks much more deeply than I realized. But then, when I try to talk about something difficult, she’ll just say, "I don't really get it..." (Laughs). We’ll talk for ages, and then when it's my turn to speak, I'll look over and she’s looking sleepy! I'll ask, "Akko, are you tired?" and she'll say, "Sor-ry..." and just fall asleep! (Laughs). So I wrote back in my comment, "I love Akko too." I want her to stay that way forever.

Passing the Torch to a New Priss

Interviewer: The "Crisis" era ended with Episode 8, and now we are doing "Crash!" Since you were the first Priss, and now Ryoko Ryuzaki is the second... it’s actually a similar pattern to how we found you. I think she’s in the same position and thinking the same things you were back then.

Omori: In the newsletter, they asked me to give her a word of advice. I’d heard rumors from Maiko-chan that she was a perfect fit for Priss, and I thought, "Oh, that's great." So I wrote, "I've heard the rumors!" Ryoko-chan’s comment was like, "I'm taking over from Kinuko-san..." (Laughs). It gave me the image of a high school student—like I'm her senior in school! Interviewer: Now you're the veteran! Omori: Because she wrote that, I replied, "Everyone knows I'm in no position to give advice." (Laughs). I really can't. I don't know enough about the technical side to say "do this or that." But I don't want her to feel like she's just "taking over" from me. Ryoko-chan's appearance is a perfect match for Priss. I want her to create a Priss that comes from *within her*.

Interviewer: That’s exactly what we’ve been telling her. Omori: Yeah, I think that’s for the best. Interviewer: Like you, she looks dignified on the outside but is secretly shaking on the inside. Omori: Really?! Hahaha! Well, I look forward to the day we meet. Maybe a "Priss Summit" talk? Interviewer: That would be interesting! Ryoko says she wants to see a SILK live show, too.

Final Thoughts

Interviewer: It really feels like destiny. Like reincarnation—the character of Priss feels fated. You used Priss as a stepping stone to leap higher, didn't you? This project was made differently than just "dubbing an anime" or "adding music." Omori: You’re right. Interviewer: In the Knight Sabers, Ryoko-san *is* Sylia. (Laughs). Omori: Exactly. Even the ages of the cast match the characters perfectly. You and Akko are classmates, Michi-chan is the senior, and Ryoko-san is like the teacher. Omori: Yes, yes! Right now, I'm so fired up with the members of SILK! Meeting the right people is so important. Interviewer: Yes, if you cherish those connections, they always come back to help you. Keep running down that "SILK ROAD" with all your energy!

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SPECIAL INTERVIEW: AKIKO HIRAMATSU (NENE)

KNIGHT SABERS: THE BOND【絆】

- **Date: 1991.6.15**
- **Place: Aoyama**
- **Interviewer: S. Koizumi**
- **Profile: Born August 31, 1967, in Tokyo. Once the "idol" figure of the group, she is now transforming into a mature woman. Her high-energy power has begun to shine brighter than ever!**

The Struggle of Being "Nene"

Interviewer: I feel like you've changed quite a bit through your time on *Bubble*. You were still in your teens when you started the series, weren't you? It was that period when a girl changes the most, so maybe that's why. I don't remember exactly how you were back then, but I can certainly see the change now.

Hiramatsu: When we were doing Episode 2, I had only just started voice acting. Even when we went to events, I didn't know how to behave. I was just desperately trying to keep up. Believe it or not—though no one ever believes me—I'm actually very shy! (Laughs). Usually, an event tour is the "sweetest" part of the job because you get to travel the country, eat delicious food for free, and have fans cheering for you. But for me, standing on that stage without a script was incredibly painful.

In a play, your lines are decided. Even if you mess them up, you have a framework. But at events, it's all free talk. Michi-chan-san [Michie Tomizawa/Linna] is so good at that; she'd always make everyone laugh, and I'd just stand there feeling like I had nothing to say. I'd freeze up. Since Ryoko-san [Sylia] rarely attended the early events, the pace was usually set by Michi-chan-san, and I couldn't find my own rhythm. Plus, while I didn't have a *bad* relationship with Michi-chan-san or Kin-chan [Kinuko Omori/Priss], we hadn't really talked deeply yet.

Interviewer: So there was a part of you that felt you couldn't bridge that gap?

Hiramatsu: Exactly. "Painful" might be an exaggeration, but I just felt… out of place. I kept wondering what was wrong with me. I'd get depressed after every event. I told myself, "This won't do! I have to be more cheerful and exciting!" I wondered why I couldn't be funny like the others.

Looking back, I think I was trying too hard to be "cute." I was trying to *construct* a persona, and that made it difficult. I realized this after the tour for Episode 5. I realized that no matter how much you try to build a character, eventually, the "mask" is going to peel off. Nene has this cute image, so I felt "Akchan" (myself) had to be that way too. But at that Episode 5 event, I finally understood: I am just me, and that's fine. I decided to show my true self—even if it meant making weird faces—and see if people would accept me for who I really was.

The Turning Point in Bali

Hiramatsu: Before that, I felt like I was failing by trying to push a fake version of myself. I'd come home from events feeling like something was "off." But once I let that go, I felt a huge weight lift. I realized, "Oh, this is so much easier."

Then, in January of the following year, we went to Bali, and that's when the bond between the four of us really solidified. Maiko-chan was there too, and we became very close. Sharing meals is a big deal. You talk about so much more than just work, and you really begin to feel who the other person is. Even though we had work every day, being on a tropical island made us relax and do things together.

I think all four of us had been holding onto things for those four years, and that trip was the perfect timing for us to finally let them out. That's why the Episode 7 and 8 events were nothing but pure fun! It felt like our hearts were finally holding hands.

If *Bubblegum Crisis* had ended halfway through, I don't think it would have become a work that moved me this much. Even if the quality of the animation was the same, the invisible connection between us before that was like a thin paper string—it was there, but it would break if we didn't speak. In Bali, it became something unbreakable.

On Michie Tomizawa (Linna)

Hiramatsu: SurPrissingly, the person I became closest with last was Michi-chan-san. That happened during Episode 8. I think we both had parts of ourselves we were hiding. I was a bit overwhelmed by Michi-chan-san's bright, energetic power, but at the same time, I looked up to her and wanted to be like her.

Michi-chan-san is kind to everyone, but because of that, I felt like she had a "barrier" up—like, "I'll go this far for work, but this part is my private castle." Looking back, maybe that wasn't the case, but since I had a similar barrier, I saw it in her too.

But in Bali, we just happened to have a small conversation that really clicked! Michi-chan-san said, "I never thought I'd talk about these things with Ak-ko," and I felt the same way. We had always gotten along in terms of "high energy" and "fun vibes," but once we connected on a spiritual level, we became friends in a much deeper sense.

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SPECIAL INTERVIEW: AKIKO HIRAMATSU (NENE)

VOICE: THE KNIGHT SABERS

On Ryoko Sakakibara (Sylia)

Hiramatsu: Ryoko-san… she is someone who truly observes everything. She considers the possibilities of people and situations from many angles. And her intuition is always spot on! Once we start talking, her "mental drawers" just keep opening, full of knowledge and wisdom. What's truly amazing is that she remembers everything she's seen or heard.

Interviewer: She really does, doesn't she?

Hiramatsu: At first, I was worried she might be unapproachable because she's such an incredible person. But that wasn't the case at all. I felt so lucky just to be able to talk to her. My other voice actor friends would say, "I can't believe you talk to Ryoko Sakakibara on the phone! I'm so jealous!"

She once saw right through me during a phone call—it was so sudden! I hadn't told her anything specific, but she just knew what was on my mind. Talking to her makes your heart feel exposed because she's so sharp. Yet, she's also very serious in the best way. She isn't stiff; she just has a great sense of focus. She's not just a beautiful, kind "older sister" figure; talking to her was a massive learning experience for me. Having older friends like her who I can talk to about anything has been a huge plus for my life. We would spend two or three hours on the phone. I usually just end up listening because listening to her is so much fun!

On Kinuko Omori (Priss)

Hiramatsu: I love Kin-chan! Especially when she's on stage during rehearsals. I love drinking with her until we both have swollen faces the next morning (laughs), but when she stands on stage, she is just so cool. She's a professional singer, and seeing her perform taught me what it truly means to "stand on a stage." It's not just superficial coolness; it's a dignified, powerful presence that pulls everyone along without being overbearing.

Also, she’s actually a great cook! I'm so jealous. I told her I never think about cooking for someone I like, and she told me, "You're hopeless!" (laughs). But Kin-chan is genuinely skilled.

At first, we were both shy. Kin-chan actually told me later that she originally thought we wouldn't have anything in common and that we wouldn't get along. I was worried about it, too. But during an event in Sapporo, I said something about how delicious the lettuce was and that we should buy some as souvenirs. For some reason, that "lettuce conversation" made her realize I was actually an interesting person. She opened up after that. It made me happy that my slightly weird way of looking at things became a bridge for our friendship.

Final Message to the Fans

Hiramatsu: If I had to sum it up in one word, it’s "Thank you." But beyond that, I want everyone to see and feel as much as possible in this world. There are so many things out there beyond our imagination—as many as there are stars. I think if you experience as much as you can, you can look back at the end of your life and say, "That was a good life."

It’s a waste not to experience different things. Even if you fail, you are the one who decides how to live from that point on. There’s a lyric in Kin-chan's songs: *"Because the future is always breathing in your own hands."* I truly believe that. Whether things are painful or fun, you are the one choosing your path.

Interviewer: Wow, you sound like a philosopher! (Laughs).

Hiramatsu: (Laughs). It’s hard to explain well. When you’re stuck or feel betrayed, I think it’s important to take time to think about *why* it happened, rather than just blaming others. I’m still not a "complete" human being, so there are many things that don't go perfectly. But I think the secret to enjoying life every day is to keep looking for something meaningful. Hehehe!

BUBBLEGUM CRISIS 25

SPECIAL INTERVIEW: MICHIE TOMIZAWA (LINNA)

KNIGHT SABERS: THE BOND【絆】

- **Date: 1991.6.15**
- **Place: Jingu Gaien**
- **Interviewer: S. Koizumi**
- **Profile: Born October 20, 1961, in Gunma Prefecture. With her natural brightness and vitality, she is the driving force of the group. In contrast to her energetic actions, she possesses a heart as pure and gentle as snow.**

Growing Up with Bubblegum Crisis

Tomizawa: I'm Michie Tomizawa, the voice of Linna Yamazaki! (Laughs). Well, to start things off... it's already been five years since *Bubble* began. It's hard to believe it's been five years, honestly. It feels like just yesterday.

Interviewer: I think you've changed quite a bit yourself during these five years. Tomizawa: I think I've changed a lot, yeah. There are parts I notice myself, and parts other people pointed out, but I feel like this series allowed me to become an adult. Up until then... well, I'm still on that journey, of course, but those five years were incredibly significant for me. Through *Bubble*, I encountered the story, but also the humanity of the people involved. Even though it's an "animation," it can't be created by voice actors alone. I truly feel that we made it this far because of the talent and teamwork of the entire staff. Everyone was at a high level, striving to create something great, and that's why it lasted. The writers, the staff, the record company people working on the sound—everyone gave their all. Because of that, I could stay in peak condition, burn myself out at events... and the fans would receive that energy and throw it right back at me.

Interviewer: They really do catch it and throw it back, don't they? Tomizawa: Yes! They catch what I throw and hurl it back. Doing various events, I really felt, "Wow, the fans have such heat within them." Their way of supporting us was just... amazing. I'm so glad I encountered *Bubble*. I'm glad I met the staff.

I was even given the chance to do concerts; I didn't just provide a voice, I was allowed to expand on the work.

I watched Kinuko-chan [Priss], who had never done voice acting before, grow so much. And Ryoko-san [Sylia] was such a "large" presence to me; at first, I kept her at a distance out of respect. But through the events and the work, we really connected. She'll listen to any concern I have, and I'm so happy we've become close.

Then there's Akko-chan [Nene]. At first, I was worried about our personalities! (Laughs). She was such a "modern girl," and frankly, I'm a bit old-fashioned, so I didn't know how to interact with her. Her way of thinking was different, and sometimes I couldn't keep up. But as we met more often, I realized, "Oh, she has this side to her too," and we became close. I think everyone—not just me—saw her grow from being very childlike to becoming quite mature. I also learned a lot from her and feel I've matured too... though I don't know if the people around me would agree! (Laughs).

Interviewer: It coincided perfectly with a turning point in everyone's lives.

The Fans and the "Knight Sabers" Team

Tomizawa: I think it was meant to be! There are so many voice actors out there, so I'm incredibly grateful to have met this project and played this role. I have very strong feelings for *Bubble*. The staff and the members are the best. I want to stay involved with *Bubble* forever, and since the fans are still watching over us, I have to keep working hard to meet their expectations.

Interviewer: Because you gave your best, the fans had a reason to give back. Keeping it going was important. Tomizawa: I think the fans who support us have grown alongside me. Some of them were initially too embarrassed to pump their fists, sing along, or stand up. But now, everyone stands up and cheers of their own will. It's our work, but it feels like it belongs to everyone. That makes me so happy. It feels like we've all become a "team." It's wonderful to grow up together. Usually, fans might leave after a year or two for another series, but *Bubble* fans have stayed with us. I'm so grateful.

Interviewer: Tell us your thoughts on each member, starting with Ryoko-san. Tomizawa: Ryoko-san is a very broad-minded and intelligent person. But she also has a mischievous side! That's what makes her irresistible. Usually, when someone has that "intellectual" image, they can be hard to approach, but if she trusts you, she accepts everything. I used to think she was the type who had lived an "elite" life without knowing any hardship. But she's dealt with pain and worries too. Because of that, when I go to her with a problem, she gives me advice that goes far beyond what I expected. I feel I've met a truly wonderful person. She's a charming, mature woman... but she's also very cute. (Laughs). I want to be a woman like her.

Interviewer: That's true for men too. We all want that kind of mental "room" or composure. Tomizawa: And even though she looks so calm, right before singing at an event, she gets restless like a child! I find that side of her so endearing. She might look cool at first glance, but she's very "human" and warm. She's a wonderful person.

Interviewer: Next, Kinuko-chan. Tomizawa: Kin-chan! If I were a man, she's the type I'd want as a girlfriend! She's just so cute. If she asked me for something in that sweet way of hers, I'd do anything for her...

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SPECIAL INTERVIEW: MICHIE TOMIZAWA (LINNA)
VOICE: THE KNIGHT SABERS
On Kinuko Omori (Priss) - Continued
Tomizawa: She’s the type that just makes you want to do things for her.
Interviewer: I see!
Tomizawa: But while she has that cute side, she’s an adult too; she’s not just cute. She has very firm principles and a clear policy for herself. When she’s singing as a rocker, she has this sparkle and a presence that draws people in—she’s a "star." But when you get to know her in private, she’s incredibly frank, sweet, and feminine. I think any guy would be totally floored by her. She isn't pretentious at all; she’s always cackling and laughing. I think she was born with a natural gift for making people feel relaxed and happy. She’s powerful, too. Like I said, if I were a man, she’s the girl I’d want!
On Akiko Hiramatsu (Nene)
Tomizawa: Ak-chan… to me, she’s like a balloon that’s been let loose. (Laughs). I just want to let her swim through the air! I want to tell her, "Just do whatever you like, however you want." Just watching her is entertaining.
Interviewer: She is definitely unique.
Tomizawa: She’s someone I want to see fly freely. She has this mysterious charm. Even her ideas are so unique. (Laughs). I think we are total opposites, but Ak-chan will say to me, "Michie-san, our taste in clothes is so similar, isn't it?" From my perspective, I’m thinking, "No way! They're completely different!" (Laughs). Things like that about her just make me burst out laughing.
She’s the kind of person you never get tired of watching. Every household should have one of her! (Laughs). I say "let her be free," but at the same time, you can’t take your eyes off her. She’s very honest—if she doesn't know something, she says so. She doesn't pretend to be an expert or try too hard to act like an adult. She’s very pure. She’s a great listener, too.
Usually, when people gain a certain amount of career experience, they tend to get a bit selfish—myself included! But she hasn't changed. She always listens to others and says, "Oh, is that how it is?" Sometimes I wonder, "Ak-ko, did you actually understand what I just said?" (Laughs). But regardless, she accepts people. She doesn’t shut others out. In that sense, she’s kept the heart of a child. That’s why she says things like wanting to see a UFO… she loves mysterious things and she loves to eat.
On Akiko’s Growth

Tomizawa: I didn't see that charm in her at first, but she's the type of person where the more you "chew," the more flavor comes out. She's a rare, pure soul. She's incapable of being calculating or playing games with people. I'm looking forward to watching her become an adult. She's wonderful now, but growing up is an important part of being human.
Interviewer: It'll be interesting to see what kind of adult she becomes.
Tomizawa: Exactly! Even from my perspective, I can see her transition from a girl to a woman. She's definitely matured. She's probably overcome various struggles, heartaches, and worries. Even if she doesn't notice it herself, those of us around her are thinking, "Ak-ko, you've really grown up." I think her inner sparkle will never fade.

The Bond of the Four
Tomizawa: Ryoko-san, Kin-chan, Ak-chan... I think everyone shares that same sense of purity. That's why the four of us, despite being from different generations, could become so natural with each other. Like a real family. I feel like I've met truly wonderful people.
Interviewer: Human encounters are so important, yet so mysterious...
Tomizawa: They really are! Out of all the people in the world, we met through this one project. Some encounters end after one job, but ours has continued. We are still "continuing" even now. We stimulate each other in a good way; we are colleagues, but also good rivals. Having each other is a huge source of strength.
Interviewer: Honestly, I'm jealous just watching you all!
Tomizawa: When you get four women together, there's usually some friction. No matter the age gap, you're rivals. But to be rivals who work at a high level and also get along so well in private... that's rare. Even if we have different opinions, we respect each other's perspective.
I'm so grateful to this project. I hope that as people and as actresses, we can continue to push each other higher. Not by coddling each other, but by staying professional. Ryoko-san always watches over us from a higher perspective, and since we are professionals, we don't want to do half-hearted work. We want to maintain the best possible relationship.
Final Message to the Fans
Tomizawa: To the fans who have supported Bubble from the start, and those who joined along the way: it's because you are here that this work exists and that we are here. I'm truly grateful. I only really "meet" you through the work or at events, but you've followed us and walked alongside Bubble. It's a beautiful thing. We will keep doing our best. You all have your own struggles in

the world, just like we do. Let’s all grow and do our best together through this work. I hope we can meet again at events and just burn out together with no regrets! Please keep supporting us. I'll work hard not to let you down. To put it bluntly: "Just follow my lead!" (Laughs).
Interviewer: Message received!

BUBBLEGUM CRISIS

Page 28:SPECIAL INTERVIEW: RYOKO SAKAKIBARA (SYLIA)
KNIGHT SABERS: THE BOND【絆】

- **Date: 1991.6.12**
- **Place: Shibuya**
- **Interviewer: S. Koizumi**
- **Profile: Born May 31, 1956, in Tokyo. Both her appearance and her intellect radiate a refined human beauty. The messages born from her love for humanity provide courage and inspiration to many young men and women.**

On Personal Change and Responsibility
Interviewer: Over these past four years, have you noticed any changes within yourself?
Sakakibara: Let me see... Well, as you know, it was a time when I was transitioning from my late 20s into my 30s. It wasn't just about my attitude toward work; it was about my outlook on life—how I want to live. Honestly, I was in a slump for a while. I only finally felt like I broke out of it around last year. Because of that, while I have strong feelings about this period, my memories of the changes are a bit blurred.
It was during this time that Bubblegum Crisis overlapped with my life. We decided that in Bubble, we should just show our true selves. Not just a "marketed" image, but who we really are. I think that was the beginning for us.
Interviewer: So you were able to make use of that?
Sakakibara: Yes. In the videos, we play characters, so I followed that. But in the Cassette Bunko (audio dramas), we had more freedom to change things up and perform more loosely. That was fun for me—showing that "I have this weird side to me too."
Fans often view us through a fixed image, which is unavoidable, but I actually disliked that. If creators only provide a fantasy image without showing reality, aren't we being irresponsible as seniors to the younger generation? By showing young people the reality of how we live, it gives them "data" to reference. I began to feel that showing how I live might help them navigate society and maintain their individuality while becoming wonderful adults.
I've never been the type to offer "pushy" fan service, so some fans might have found me unapproachable. But it's not that I wasn't thinking of them; I was always wondering what they were feeling. I hope they can forgive my distance. With the rise of the "otaku" phenomenon, I don't want them to just be that. I want them to be told by those around them, "You are a wonderful

human being with a cool heart." If I can be a catalyst for that, I'm happy. That's why I don't want to use flattery. Those born earlier have a responsibility to those born later. That's how I feel.

On the Knight Sabers Cast

Sakakibara: When you've done as much work as I have, you sometimes fall into a "distortion" where you lose sight of yourself because of the praise from others. When I realized that, I felt relieved to think, "Ah, I'm still not a finished product."

Early on, I didn't step into the other girls' personal space. In many long-running series, cast members often lose their sense of "self" and just become a group. I disliked that, so I kept my distance at first. But looking back, I realize I didn't need to be so guarded.

Interviewer: How did you feel about each of them? First, Kinuko-chan [Priss].

Sakakibara: At first, she was very tense. It took a while for her natural self to come out. But I eventually realized she is a deeply warm person. Fans see her as the "cool older sister," but she has a very "Yamato Nadeshiko" (traditional Japanese grace) side—she's very gentle. Occasionally, she shows a level of maturity that makes it hard to believe she's in her 20s. It's amazing. Her greatest treasure is her broad-mindedness—the way she can instantly recognize and accept others without judgment. It's a natural gift.

Interviewer: And what about Michie-chan [Linna]?

Sakakibara: She has her own clear identity and is very clever. But I like that she doesn't push that forward; she has a very "soft" aura. She's passionate about her work—sometimes so much so that she loses sight of the circumstances around her—but she's the type of person who understands if you talk to her. She doesn't end up being selfish. She's just a very good person. She's so kind that she sometimes loses out because of it.

Sakakibara: She is someone truly worthy of respect. My honest wish is for her to be seen in a wider light, not just in anime. I want her fan base to grow because she has a charm that people haven't fully seen yet.

Through the Bali trip and the events, I finally understood her, and I felt relieved that I was capable of understanding her. As you get older, you sometimes pretend to understand things when you don't, so I have to be careful. (Laughs).

Regarding the events—I'm terrible at free talk. So, I relied entirely on Michie-chan. On paper, I was the moderator, but the moment I received a prompt, I'd pass it right to her. It was my own little trick! (Laughs). She's much

more naturally gifted at connecting with the fans than I am, so I chose to step back and let her lead.

BUBBLEGUM CRISIS 28

Page 29:

SPECIAL INTERVIEW: RYOKO SAKAKIBARA (SYLIA)
VOICE: THE KNIGHT SABERS
On Michie Tomizawa (Linna) and Akiko Hiramatsu (Nene)
Sakakibara: Michie-chan... she has a remarkable talent for sensing what others are feeling. She can read the atmosphere of a room instantly. That's something I simply can't do. The reason she has so many fans and is so beloved is her ability to make an immediate connection. During events, she always supported me, and I felt that deeply. I was so grateful to have a junior colleague who could support a "senior" who couldn't do much at all! (Laughs).
Interviewer: And finally, there is Akiko-chan (Nene)...
Sakakibara: Akiko-chan often expresses herself in a childlike way, so people tend to label her as such. But when you talk to her on the phone, she's actually very mature. She has deep insights, likely because she truly loves people. Sometimes she says things that startle me—I think, "Ah, she really sees who I am." Even with our age difference, there are many times I don't feel it at all. We are on the same wavelength.
In fact, my first real connection with the group was through Ak-ko. We talked about so many things while eating together during the Bali shoot. That was my way "in." I'm so happy she was there.
Interviewer: It seems she also absorbs a lot of "nutritional" wisdom from talking to you.
Sakakibara: Eventually, she will develop her own ideas that might not match mine at all, and that's how it should be. I look forward to that. She's changed so much recently—she's become so glamorous and radiant in a wonderful way. Her lively energy makes the studio fun. There isn't a single girl in this group I dislike... I just want to squeeze them all! (Laughs). They are so cute!

A Message to the Fans: On Life and Responsibility
Sakakibara: I'm not the type to push myself onto fans; I prefer to be more subtle. But I want everyone to know: when I am looking at you, I am truly seeing you. I want people to realize that even if it doesn't show on the surface, there are people out there—not just me—who are thinking deeply about things. Many young people today might feel like no one is watching over them. They might feel like they are the only ones putting in effort and getting nothing in return. But I think it's better to let go of those doubts. If you wait without demanding immediate rewards, something wonderful will happen when you

least expect it. That’s how it’s been for me. Life isn't something to be thrown away.
Ultimately, you only have yourself. Once you find what you want to do, a connection to others is born. No one can live entirely alone. We live by the grace of many people, and I never want to forget that. To say "I live alone" is a lie; it usually just means you've failed to notice the kindness of others. If you deny others, they will feel it and distance themselves. You have to throw kindness out there first if you want it to come back to you.
Interviewer: That requires effort, doesn't it?
Sakakibara: "Consistency is power". It really is true! I don't want people to give up. I feel like many people give up on things halfway. You have to know yourself—the gap between who you want to be and who you are now. If you put in the effort, you can close that gap.
Everyone has equal parts good and bad. If you only see the bad, try to look calmly for your good points. It’s all about balance. Don't push yourself too hard. Having a little "breathing room" allows you to care for others, and that’s where things like friendship are born.
I don't want to be irresponsible and just give "life advice" like "do this" or "do that." All I can do is share how I feel. My words might seem very serious, but I hope you remember them somewhere in your heart.
I think all it takes is a tiny bit of spirit and a tiny bit of courage. Everyone can change. Don't fear failure. When you're young, you can start over as many times as you need. Use this time to fail and learn how to overcome obstacles; that is how you find your own path as an adult.
This is the turning point for whether you become a wonderful person or not. If you run away from thinking seriously, you'll be helpless. To put it bluntly: the person you become is your own responsibility. It isn't anyone else's fault. If you are struggling, don't drag your burdens behind you—it's heavy. If you hoist them up on your shoulders like a backpack, it actually becomes easier to walk. So, if you're dragging your feet, move those burdens up! (Laughs).
I'm often too busy to write back to fan letters, but I read every single one. I think about what each person is going through. Please forgive me for not replying... just know that when you hear my voice, that is my letter to you. I am listening.

BUBBLEGUM CRISIS 29

(End of interview section)

Map Insert

Page 30

GUIDE MAP: MEGA TOKYO

Commentary by Shinji Aramaki

[Overview]

The stage of this story is Tokyo, approximately 50 years into the future, following a massive earthquake. This "Tokyo" has shown a spectacular recovery to reach its current state. Just as the 1923 Great Kanto Earthquake destroyed urban functions and the air raids at the end of WWII turned the Imperial Capital into scorched earth, Tokyo has once again risen.

The Cycle of Disaster

As is well known, the Great Kanto Earthquake of September 1, 1923, remains a major historical event. 1.7 million people were affected. Historically, Tokyo (Edo) has been struck by many massive earthquakes. Looking at a history of over 1000 years, the Kanto region has been hit by magnitude 5 or higher quakes repeatedly. Statistically, we are currently in a high-probability period for the next major strike.

The Ocean Communication City (OCC) Project

In the story's timeline, one answer to urban expansion was a massive national project: the OCC Plan (Ocean Communication City Complex). Construction began in 1996 in Tokyo Bay, designed to be a completely self-sufficient offshore city.

Energy & Technology

- Gasol Cars: Cars in this world run on "Gasol" (a mixture of gasoline and ethanol). This was inspired by real-world 1980s trends in Brazil.
- Solar Power: The most promising energy source. While vacuum-tube collectors were the standard, the next generation uses plastic solar cells. Japan has become the world's leading "Solar Kingdom" next to Israel.

The World of Bubblegum Crisis

A First-Class Tech City—and Its Shadow Following the Second Great Kanto Earthquake (Magnitude 8 class) in 2025, Tokyo suffered catastrophic damage. Even now, in 2032, reconstruction continues.

- **The Divide: A massive ground displacement (a 5m drop) has split the city into East and West.**
- **The Ruins: The "Aqua City" offshore project was abandoned mid-construction and has become a Ghost Town.**
- **The Scenery: The cityscape is defined by Gasol-powered cars, battery-operated vehicles, and solar panels atop every building.**
- **The Social Gap: While technology has advanced, the gap between the wealthy who benefit from the new city and those left behind has widened.**
    - **Many people live in abandoned areas or converted truck containers.**
    - **As urban functions struggle, public dissatisfaction grows and social morals decline. In this vacuum of order, new "crimes" are born.**

Map Legend (Numbered Sections)

The numbers on the map (12, 14, 16, 20, etc.) correspond to key locations in Mega Tokyo, such as:

- **Genom Tower: The center of corporate power.**
- **AD Police HQ: The overmatched law enforcement.**
- **The Hot Lips: Priss's frequent haunt.**
- **The Raven's Garage: Where the Knight Sabers' tech is maintained.**

(HARD SUIT SKETCH SECTION)

CHARACTER: Priss (PrissCILLA S. ASAGIRI)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Biography

A brilliant rock queen who shakes the foundations of Concert houses. After losing her parents in the Great Tokyo Earthquake and being left completely alone in the world, she met Sylia and became a member of the dark vigilante group, the Knight Sabers. She rarely opens her heart to anyone outside her circle of friends and possesses a fiery temperament. However, she has a feminine side as well, such as her love for eating parfaits. Her handling of firearms and hand-to-hand combat is top-tier; she possesses the highest combat capability among the Knight Sabers. Age: 20.

Technical Specifications: Priss's Custom Hard Suit

This is an armored combat suit originally developed by Sylia's father, Dr. Stingray, and subsequently improved by Sylia.

- **Weight: 74.35 kg**
- **Power Multiplier: 9.12 to 9.33 times human strength.**
- **Operation Time: 50 hours of continuous use.**
- **Primary Weapons:**
    - **Right Palm: Laser Gun.**
    - **Right Forearm: Railgun (firing long-needle rounds).**
- **Arm Parts: The right arm is modular; the standard configuration is identical to the left arm.**
- **Eliminator: An optional right-arm attachment. It fires a mercury-like liquid using railgun principles from a tank mounted on the back. (Note: Unfortunately, this was never used in the actual series).**

Suit Details & Components

- **Inner Wear: A sensor suit worn under the Hard Suit. It detects electrical signals from muscles and nerves to provide feedback to the armor. The four triangular chips connecting the neck and body serve as transmission plugs. *(Note: For functional reasons, it is standard to wear no underwear or bra beneath it... or so they say).***
- **Helmet & Visor: Though it looks opaque from the outside, the visor is transparent from the inside, providing a wide field of vision. It uses a "sandwich" structure and can function as a monitor display.**
- **Verniers (Thrusters): The back unit contains the main jumping-assist verniers. The units on the left and right hips are auxiliary verniers for trajectory correction.**
- **Outfits:**
    - **Rider Suit A: The suit Priss wears while riding her bike in Part 1.**
    - **Stage Costume A: Her concert attire from Part 1, featuring a blonde wig.**

Diagram Labels & Annotations

- **Hand Attachments: Shows the "Normal Hand" attachment.**
- **Railgun Unit: Detailed as having three railgun ports and a central beam barrel.**
- **Needle 179: Reference to the ammunition type for the railgun.**
- **Balance Unit: Serves as an auxiliary vernier.**
- **Power Unit: Located in the center of the back for jump assistance.**

CHARACTER: Priss

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Priss's Wardrobe & Variations

- **Priss at Home: Quite a rough, relaxed look, likely because she wants to unwind at home. (Is her sleepy setting because it's the day after a live show, or because she has low blood pressure?)**
- **Priss in a Skirt: In Part 4, after injuring her leg because of the Griffon, she borrowed a skirt from Linna. She coordinated it with a borrowed shirt, but even to be polite, it's hard to say it suits her. This is the only time you see Priss in a skirt.**
- **Rider Suit B: The outfit she wore most frequently across all parts. Incidentally, the helmet featured the AIC logo.**
- **Rider Suit C: The outfit Priss wore in Part 8. However, Nene ended up writing her a speeding ticket while she was wearing it. (Regrettable...)**
- **Stage Costume B: The outfit from "Hurricane Live 2032." It's considerably more risqué than the Part 1 version. She uses a wig for her hair.**
- **Rider Suit D: The clothes Priss wore while cruising the city on her bike in Part 6. Even though it's short-sleeved, she is a true rider for wearing elbow pads. The "one-point" design on the knees is stylish.**
- **Young Priss: The version of Priss seen in the Hurricane Live 2032 flashback, before she joined the Knight Sabers. She seems to have been quite rebellious/jaded back then.**
- **Destroyed Hard Suit: The suit destroyed by the overwhelming attack of a new-model Boomer in Part 6. After this, the new model arrived along with the Moto-Slave.**

Technical Specifications: Priss's New Custom Hard Suit

A new Hard Suit created to counter the increasingly advanced Boomers being deployed. In addition to previous weaponry, it features significantly upgraded mobility, durability, attack power, and armor.

- **Knuckle Bomber: Equipped on the right arm.**
- **Leg Bombers: Equipped on both shins.**
- **BS Mine: An adhesive bomb used by Priss in Part 8. It sticks to metal and detonates via a timer. Its power is enough to take down a Boomer in a single hit.**
- **Knuckle Guard: An offensive weapon on the left arm where parts from the elbow are attached. Used to deliver the finishing blow to the Miriam Original Boomer in Part 8.**
- **Opening/Closing Pattern: Shows the suit opening from its stored state inside the Moto-Slave "Typhoon."**
- **Helmet: The one Priss wore in Part 6. It's a type that can convert into a trendy "half-shell" helmet.**

Diagram Labels & Annotations

- **Right Hand: Note regarding the Knuckle Bomber: "Slides when punching."**
- **Fist (Front View): Shows the layout of the striking surface.**
- **BS Mine: Features "5 magnets" for adhesion.**
- **Helmet Detail: "The visor is attached to the helmet, not [the suit]."**
- **Annotation: "The left is the same as the right."**
- **Funny Note: A small doodle pointing to her outfit with the text "Her navel is sticking out!"**

CHARACTER: SYLIA STINGRAY

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Biography

The eldest daughter of Dr. Stingray, the creator of the "Adam" series—artificial humans that were the predecessors to Boomers. A woman of genius intellect, she literally inherited the will of her father, who was assassinated by the Genom Corporation. It was Sylia who founded the Knight Sabers. Her public-facing job is the owner of a fashion building and its tenant lingerie shop, "Silky Doll." She possesses a brilliant mind and a strong, disciplined physique that makes it hard to believe she is only 22 years old.

Sylia's Wardrobe & Variations

- **Casual Wear A: An outfit for Sylia newly drawn by [Kenichi] Sonoda. She is carrying a Freedom Arms .22 Magnum—a single-action, 4-shot rimfire handgun.**
- **Casual Wear B: The outfit Sylia wore in Part 1 while waiting for Linna, who had gone to deliver a signal to Priss during her live performance.**
- **Swimwear: The swimsuit she wore while swimming in her private pool in Part 1.**
- **Negligee: The sleepwear Sylia wore in Part 1 that delighted Mackie. Made of sheer silk, it exudes an adult atmosphere. The key points are the ribbons tied around both wrists and the fact that she is wearing no bra (//).**
- **Young Sylia: Sylia at age 12, the year her father, Dr. Stingray, was assassinated.**

Technical Specifications: Sylia's Custom Hard Suit

The highest-performance model among all the Knight Sabers' suits. Its jump-assist verniers are particularly powerful; at full thrust, they allow for short-duration flight.

- **Weight: 86.59 kg**
- **Power Multiplier: 9.67 to 10.11 times human strength.**
- **Operation Time: 50 hours of continuous use.**
- **Primary Weapons:**
    - **Right Palm: Laser Gun (which doubles as a Knuckle Bomber).**
    - **Forearms: Equipped with 30cm folding Laser Swords on both arms.**

Diagram Labels & Annotations

- **Jump-Assist Verniers: The strongest among all members. "At MAX power, it's even possible to fly around."**
- **Sylia's Knuckle Bomber: "Boom! It explodes when you punch!"**
- **Sylia's Laser Sword: Built into both arms. Only the edge of the blade (300mm length) is formed by the laser.**
- **Gyro Sensor: "Essentially performs the same role as the human semicircular canals (balance)."**
- **Main Power Unit: The circular part in the center of the back.**
- **Sole of the Foot: Shows the grip and thruster detail on the bottom of the boot.**
- **Weapon Detail: Notes that the barrel extends and plasma is generated for the knuckle/laser attacks.**

CHARACTER: SYLIA STINGRAY

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Sylia's Outfits & Variations

- **Younger Sylia: Her appearance from "Hurricane Live 2032" when she first approached Priss and the others. Her sunglasses lend her a mysterious air.**
- **Casual Wear C: She appears in this outfit frequently across the various parts. It could be called her most orthodox look.**
- **Casual Wear D: The outfit she wore when visiting Priss's home in Part 6. Unlike previous styles, this design is chic yet incorporates a bold, excellent aesthetic.**
- **Casual Wear E: The clothing she wore in Part 8 when she encountered Lisa, who was staking out Nene. It's a masterful presentation that truly says "upper-class woman." The design is so sharp it might be difficult for an average woman to pull off.**
- **Sylia with Opened Visor: A depiction of Sylia when her visor was forcibly pried open by Mason. Because it was done so violently, cracks can be seen throughout the helmet.**
- **Stage Costume: Seen during Hurricane Live 2032, where she was in charge of playing the bass.**

Sylia's Vehicle: Mercedes-Benz 300SL (Replica)

The 1954 Mercedes-Benz that Sylia uses for outings. Although it is a replica, the interior is packed with a full array of the latest high-tech equipment.

Technical Specifications: Sylia's New Custom Hard Suit

Developed in conjunction with Priss's new suit, this version is built with specs that are a rank above in every aspect. While it doesn't feature entirely "new" weapons, the specifications differ slightly, and its offensive power has naturally been increased.

- **Weapon Details: The Laser Swords, which were also on the previous suit, are no longer folding types. In the new model, they slide out from the wrist covers.**
- **Named Blades: Interestingly, the right-hand sword is named "KOTETSU" and the left-hand sword is named "MURAMASA."**
- **Palm Weapon: "If you raise your hand, a beam is fired from the palm."**

Silky Doll

The lingerie shop managed by Sylia. It was previously destroyed by a Boomer and has undergone one complete reconstruction.

Diagram Labels & Annotations

- **Knuckle Guard: "The guard rises up, then [the blade] pops out."**
- **Sword Labels: "Right hand is KOTETSU" / "Left hand is MURAMASA."**
- **Sword Note: "Uses a blade laser."**
- **Cross-section: A technical detail showing the internal structure of the arm/blade housing.**
- **Lever Point: "This area acts as the fulcrum."**

CHARACTER: LINNA YAMAZAKI

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Biography

Linna aims to be a "world-class entertainer," but currently works as an aerobics instructor at an athletic center. She joined the Knight Sabers after losing her parents to Boomer-related crimes during the chaotic period following the Great Earthquake. Possessing an optimistic and open personality, she has many stories about her romantic life (and breakups), making her the most "feminine" presence in the group. However, once in combat, she has the skill to toy with her enemies using superhuman reflexes. Age: 20.

Linna's Outfits & Variations

- **Casual Wear A: Seen in Part 2. Since it's not for work, it has a fairly fashionable feel. Are the shorts also for ease of movement?**
- **Aerobics Outfit: Linna's outfit when she is teaching as an aerobics instructor. The logo and badge on the back serve as proof of her instructor status.**
- **Casual Wear B: Appeared in Part 4. A boyish look suits a woman with such good proportions.**
- **Swimwear: From the final scene of Part 1; she was the only one in the pool.**
- **Audition Outfit: Linna as seen during "Hurricane Live 2032" while she was auditioning. Although she didn't pass the audition, her movements caught Sylia's eye, leading to her joining the Knight Sabers.**

Technical Specifications: Linna's Custom Hard Suit

A type designed to take full advantage of Linna's athletic prowess.

- **Weight: 76.22 kg**
- **Power Multiplier: 9.11 to 9.33 times human strength.**
- **Operation Time: 50 hours of continuous use.**
- **Primary Weapons:**
    - **Right Hand: Three laser guns, a Knuckle Bomber, and a Plasma Cannon.**
    - **Heels: Equipped with Ribbon Cutters (Steel-wire cutters) that can be used for slashing.**
- **Special Note: While not shown much in the main series, the Ribbon Cutters are featured in a cut during "Hurricane Live 2032."**

Diagram Labels & Annotations

- **Helmet Visor: "Can be rotated."**
- **Bike Kit: "The [back] parts form a bike kit."**
- **Backpack: Points to the main rear unit.**
- **Linna's Weapon: Knuckle Bomber. "The plasma from the laser barrel creates an explosion when punching!"**
- **Ribbon Cutters: Detailed at the heels.**
- **Maintenance State: Shows the suit in a disassembled/servicing pose.**

CHARACTER: LINNA YAMAZAKI

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Linna’s Outfits & Variations

- **Linna After a Bath: Appears in Part 3. In exchange for treating Priss to a meal, she made her help with housework. (She was quite the nag in this scene).**
- **Casual Wear C: Seen in Part 7. This is the outfit she wore while watching TV news about Vision's arrival in Japan. It features a unique style where her suspenders are gathered at both hips.**
- **Maid Disguise: In Part 7, Linna disguised herself as a maid to sneak into the St. Regis Hotel to protect the Genom engineer, Dr. McLaren.**
- **Stage Costume A: Her drumming outfit from "Hurricane Live 2032." It’s hard to tell on video, but the right shoulder and left leg are exposed.**
- **Casual Wear D: Worn in Part 4 when accompanying Priss to the hospital. Her sweatshirt features a yellow and black cow-print pattern; Part 5 reveals she owns this in other colors as well.**
- **Measurement Suit: A suit worn in Part 8 to measure her combat capabilities. Sensors are attached to various parts of her body.**

Linna’s Vehicles

- **Linna’s Car A: A new drawing by [Kenichi] Sonoda. While detailed specs aren't listed, its appearance suggests it is a nimble "liter car" (compact).**
- **Linna’s Car B: Since her hobby is cars, she apparently owns several. This is one of them.**
    - ***Caption:*** **"Linna's hobby is cars. She reportedly owns several, ranging from city commuters to sporty cars."**
    - ***Note:*** **"By today's standards, it’s a 3-door in the same class as a [Honda] City or [Nissan] March."**

Technical Specifications: Linna’s New Custom Hard Suit

The upgraded version of Linna's combat suit. While the primary functions remain the same, the rear verniers are now mounted in the center of the back (similar to Priss's type).

- **Finger Lasers: The number of laser-emitting fingers on the right hand has increased from three to four.**
- **Design: The overall silhouette emphasizes a more feminine proportion.**

Diagram Labels & Annotations

- **Right Hand: Now features 4 fingers. "The laser holes are at the tips."**
- **Sole of the Foot: Detailed as "matte black rubber."**
- **Ribbon Cutter (Heel): "In this diagram, the 'ribbon' (wire) is omitted." The front half of the heel component has a sharpened edge.**
- **Leg Details: The lower leg parts are described as being made of a material similar to stockings.**
- **Car Detail: Points to the "retractable lamp covers" that can be removed.**
- **Technical Note: "The parts around the collarbone and navel are common hard parts."**
- **Humor Note: A small doodle pointing to the sensor suit's wiring: "Looks like cat hair."**

CHARACTER (MECHANICAL: AD POLICE AERIAL UNITS)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Featured Aircraft

- Fire Bee: A portable attack helicopter developed for anti-Boomer combat in urban areas. Its primary weapon is a 3-barrel 20mm Gatling gun mounted under the fuselage. Appears from Part 1.
- Accident Processing Helicopter: Appears after an incident is resolved to work alongside accident processing vehicles for damage reporting and forensic investigation. Appears from Part 1.
- Transporter: A transport aircraft that carries the K-11 Armored Trooper teams (one squad consists of 4 units)—the ADP's primary heavy weapons. The K-11 units deploy via parachutes from their back units. Appears in Part 3.
- ADP High-Speed Pursuit Attack Heli: A combat helicopter capable of high-speed maneuvers, equipped with a 20mm chain gun under the nose. Two-seater. In Part 6, it attacked the Hyper Boomer but was shot down.
- ADP Combat Heli: A two-seater helicopter used for patrols. Leon used this in Part 6 while pursuing Largo.
- ADP Large Heli: A heavy-lift helicopter for emergency deployment, capable of airlifting numerous fully armed officers or armored troopers. Used by Leon and Daley in Part 5 to reach the crash site of the fallen shuttle.
- DROPPER: An emergency deployment transport heli for K-11 Armored Troopers. It can transport 4 fully armed troopers. Originally Defense Force equipment, it was deployed to the ADP along with the K-11 units. (Note: Does not appear in the main series).

Pilot Profiles

- **Accident Processing Pilot: Does not fly at high altitudes, so oxygen masks are not required. Appears from Part 1.**
- **Fire Bee Pilot: During combat, a sight on the right side of the helmet is deployed to enter attack mode. Appears from Part 1.**

Diagram Labels & Annotations

- **2-Barrel 20mm Chain Gun: "It rotates."**
- **Rotors: "Inversion rotors" (Coaxial design).**
- **Cockpits: Detailed views of the Gunner Seat and Pilot Seat.**
- **Technical Details:**
    - **"Behind the pilot seat."**
    - **Lights: Points to "Wingtip lights," "Landing lights," and "Navigation lights."**
    - **Propulsion: "Jet nozzles" and "Exhaust."**

CHARACTER (MECHANICAL: ARMORED TROOPERS)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

The K-Series Armored Troopers

- K-11 Armored Trooper: The 11th model in the "K-Series" researched and developed by USSD. Originally intended for the Defense Force, it was deployed to the AD Police as Boomer crimes became more heinous. It is equipped with a machine gun and is capable of hovering via its back wings. It appeared in Part 3 to suppress a Combat Boomer in the city.
- K-12S Armored Trooper: A prototype armored suit developed as the successor to the K-11 and deployed to the ADP on a trial basis. Despite being a prototype, it excels beyond the K-11 in power, armor, and firepower. Leon used this unit in Part 5 during his battle with the DD (D-11) Boomer.
- Type 9 Armored Infantry: A predecessor to the K-Series, occupying a middle ground between early models and the MADOX type. Rather than tracing the pilot's movements (slave-motion), it is operated via levers. While high in defensive capability, it does not appear in the main series.
- Jaeger: A K-Series variation used by the military. Developed for anti-Boomer and anti-tank warfare, it is heavily armed with gun launchers, rotating turrets, missiles, and rockets. (Does not appear in the main series).

Equipment & Variants

- K-11 Parachute: Used when deploying via a Transporter aircraft.
- K-11 Detail-Up Version: A design newly drawn for the *AD Police* manga version. (Does not appear in the OVA).
- K-11 Machine Gun (Manga Ver.): The weapon for the manga version of the trooper; its shape differs significantly from the OVA version.
- K-1S Walking Trainer: A machine used for Armored Trooper qualification exams. To qualify, a pilot must master 6 levels of basic operation

training and 4 levels of combat training. (Does not appear in the main series).

Technical Details & Annotations

- **K-12S Chain Gun:** 12.7mm chain guns mounted on both arms. The muzzle is positioned above the thumb. The cylindrical parts on both shoulders serve as the ammunition magazines.
- **K-12S Cockpit:** Features a dedicated boarding hatch.
- **K-11 Maintenance:** Shows the suit undergoing fine-tuning by ADP maintenance crews in the hangar.
- **Head Unit UP:** Detailed view of the sensor array and helmet of the K-11.
- **Arm Triggers:** Shows the manual firing mechanism for the K-12S.

Key Lore Note

The reference to the "MADOX type" is an Easter egg referring to *Metal Skin Panic MADOX-01*, another 1987 OVA produced by Artmic. It highlights the shared mechanical design lineage between the two series.

MOTO-SLAVE SYSTEM EXEGESIS

[MOTO-SLAVE] By Shinji Aramaki

Development History

Sylia Stingray applied the Boomer mechatronics completed by her late father to create combat suits that directly enhance the specific traits of the four women in the Knight Sabers. These are the Original Hard Suits.

Each suit was given specialized characteristics:

- Nene: Sensing and electronic warfare capabilities.
- Linna: Speed and maneuverability.
- Priss: Melee performance and offensive power.
- Sylia: Power, defense, and heavy firepower.

These four units were balanced to achieve maximum offensive potential when fighting in a perfect formation.

The Need for Support Weapons

However, their battles occurred without warning and were filled with unpredictable variables. The number of participating members wasn't always four, and the enemies ranged from simple labor Boomers to massive mobile weapons. Most importantly, because combat often took place in urban areas, the situation changed in complex ways—requiring careful consideration to avoid involving civilians.

Feeling the limits of the Hard Suits alone, Sylia began developing support weapons to cover these factors "TOTALLY." With the cooperation of her father's friend, Dr. Raven, and her brother, Mackie Stingray, she completed the Moto-Slave: a variable-form machine designed for more efficient mobility and powered-up combat strength.

The Three Modes of the Moto-Slave System

The Moto-Slave system utilizes three distinct configurations:

1. **Moto-Form: A high-performance motorcycle mode.**
2. **Moto-Roid: An automated humanoid combat robot mode.**
3. **Moto-Slave: The "ultimate mode," where the machine wraps around the Hard Suit to function as a powerful exoskeleton.**

Operating the Moto-Form: While in "Moto-Form," the vehicle can be operated by a person in normal clothing or while wearing a Hard Suit. However, when wearing the Hard Suit, the pilot can link directly to the machine for precise control.

NEW MOTO-SLAVE VARIATION

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

The Specialist Machines

"Let me explain. From the right, we have Priss's 'Typhoon II' (already a familiar sight in Moto-Slave mode), the center is Nene's 'Tempest', and the left is Linna's 'Tornado'.

Finally, just like the Hard Suits, the Moto-Slaves have become 'special-made' for each of the four members. (Behind this achievement was the members' selfish and forceful demands, and the many sleepless nights spent by Mackie-kun and Dr. Raven.)

Note: Sylia's Moto-Slave, 'Hurricane I', was supposed to be finished first, but she seems to be planning something truly outrageous, so its completion has been delayed." — By Aramaki

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Technical Breakdown by Model

- **Priss Custom: NEW MOTO-SLAVE "TYPHOON II"**
  - **Detailed further on page 74 of this book.**
- **Nene Custom: NEW MOTO-SLAVE "TEMPEST"**
  - **Equipped with a large-scale version of her electronic warfare equipment. It can execute a high-output "Cyber Attack," capable of turning all normal Boomers within an 800m radius into scorched scrap metal in 0.5 seconds. (Effectiveness increases by narrowing the directional focus).**
- **Linna Custom: NEW MOTO-SLAVE "TORNADO"**
  - **Designed with a heavy focus on speed and aerial maneuverability. Uniquely, this model requires the Hard Suit's legs to be inserted into the Slave's legs, which significantly increases defensive power.**

System Functionality: Moto-Roid Mode

- **AI Support: When not in Slave mode, the "Moto-Roid" functions as a humanoid backup robot. Using an AI and sensor system, it can drive autonomously without a rider or be summoned remotely via voice command or a remote unit in the Hard Suit.**
- **Partner Link: The Moto-Roid is wirelessly linked to the Hard Suit, monitoring relative coordinates to cover the pilot's blind spots. It avoids reckless solo charges, focusing primarily on supporting its partner.**
- **Learning Capability: The AI learns from the human's movement patterns during "Moto-Slave" mode. It is said that over time, the robot's combat patterns and even its "gestures" begin to resemble those of its pilot.**

System Functionality: Moto-Slave Mode (Power-Up)

- **The Ultimate Exoskeleton: This mode uses the human as a "core" and physically links at six points (back, head, arms, legs). It traces the pilot's movements in real-time.**
- **Combat Specs: This mode provides enough power and armor to handle tank-class heavy weaponry and grants flight capabilities. Sensor data and camera feeds are displayed directly inside the pilot's helmet.**

Strategic Impact: This revolutionary personal weapon system for urban warfare has caught the attention of the Military and the AD Police, who are reportedly conducting secret research to develop their own versions.

CHARACTER (MECHANICAL: MOTO-SLAVE)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Moto-Slave / Moto-Roid Mode

This is a backup mecha for the Knight Sabers, researched and developed by their leader, Sylia. It functions as a specialized combat unit combining offense and defense. While its autonomous AI is still incomplete, it can perform basic support tasks.

- **Color Coding: The red body belongs to Priss, while the blue/purple unit belongs to Linna. (Appears from Part 1).**
- **Transformation Pattern: Shows the sequence where the Hard Suit integrates with the Moto-Slave frame.**
- **Hovering State: The unit is capable of localized hovering for maneuverability.**

Moto-Cycle Mode (High-Speed Transport)

In this form, the unit functions as a high-performance motorcycle designed for rapid deployment.

- **Engine: Powered by a hydrogen gas turbine engine.**
- **Weight: 157 kg.**
- **Machine Cannon: The primary armament. It is not just fixed; it can be fired during high-speed travel via key operations on the handlebars.**
- **Tires: Features high-grip specialized tires designed to withstand the torque of the turbine.**

Moto-Slave Mode (Powered Exoskeleton)

By connecting to a single main joint installed within the Moto-Slave frame, the machine traces the movements of the Hard Suit, allowing the pilot to wield the machine's massive power as if it were their own body.

- **Machine Cannon: Capable of firing two types of ammunition—missiles and energy blasts—by rotating the barrel section.**
- **Joint System: The connection points between the Moto-Slave and the Hard Suit are primarily located on the back and shoulders.**
- **Verniers: Located on the armor of the nozzles, these are used for sudden stops and posture control.**

New Moto-Slave (Upgraded Version)

An upgraded version of Priss's Moto-Slave seen in Part 4.

- **Enhancements: Features additional air intakes for increased output.**
- **Visual Changes: There are many minor changes, such as the headlights being increased to two.**
- **Combat History: It appeared in Part 4 but was unfortunately destroyed by the Hyper Boomer in Part 6.**

CHARACTER (MECHANICAL: ADVANCED MOTO-SLAVES)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

1. Typhoon II (Moto-Slave Mode)

Developed to match the transition to the New Hard Suits. Its autonomous judgment functions have been significantly upgraded, allowing it to act independently. Currently, only the Priss-specific type exists. It debuted in Part 6 to rescue Priss when she was attacked by the Hyper Boomer.

- **Hand Cannon: A 35mm rapid-fire gun exclusive to the Typhoon.**
- **Head Unit: Compared to the older Moto-Slaves, the form has become more humanoid.**
- **Hatch Mechanism: The method for equipping the arms has changed from previous models.**

2. Typhoon (Moto-Cycle Mode)

The motorcycle form of the Typhoon (not shown in the main series). One wonders if the stickers on the body are Priss's personal taste or if she actually found sponsors!

3. Moto-Slave Prototype Unit 1 (Moto-Slave Mode)

Due to a lack of power and structural strength, this unit does not have a transformation function (transformation was perfected with Unit 2, which Priss rides). Because it was equipped with a massive 105mm cannon, the hover rotors lacked sufficient thrust to be effective. To improve firing stability, the legs were enlarged. It appeared in Part 6, after some modifications, to attack the beam satellite.

- **Prototype Moto-Cycle: The non-transforming motorcycle form of Unit 1 (not shown in the series).**

AD Police & Experimental Variants

- **Patroader: A motorcycle-style variable semi-autonomous assistant droid developed by the ADP. (There are rumors that Sylia developed this just to earn extra funding...). For legal reasons, the firearms use a "Synchro-Gating System," making it impossible to fire unless the human partner pulls the trigger. (Not shown in the series).**
- **ADP Moto-Roid: Currently under research and development by the AD Police and not yet in practical use. (Not shown in the series).**
- **Heavy Moto-Slave: A modification of the "Highway Star" built by Mackie in Part 4. Unlike standard Moto-Slaves, it completely encases the Hard Suit, providing exceptional defense and airtightness. (Not shown in the series—is that why it didn't appear in Part 5?).**

Diagram Labels & Annotations

- **ADP Designs: Featured with clear "POLICE" markings and sirens.**
- **Technical Sketch: Dated 1986.3.11 ARTMIC.**
- **Hand Cannon Detail: Shows the grip and 35mm barrel assembly.**
- **Unit 1 Cannon: Highlighted as a 105mm heavy weapon.**

Memories Section

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ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS (MEMORIES)
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Staff Anecdotes: The "Behind the Scenes" Crew

MICCHAN (Mitsuko Koizumi) "You just can't say no to Micchan's 'begging attacks!' Ugh! I remember running around snowy Sapporo looking for a pharmacy… and having to drink Yunkel (energy drinks) just to keep up. Doing makeup before a show feels like a workout now! We're famous for that 'humble attitude, forceful demands' combo."

KINUKO CHAN (Kinuko Omori - Voice of Priss) "That ramen shop on our last night in Fukuoka for the '8' event, right? Kinuko's first interview was over ramen at a street stall in Roppongi with everyone—it was so delicious! I was actually moved when the old shop owner told us, 'Go out there and become BIG!'"

AKKOCHAN (Akiko Hiramatsu - Voice of Nene) "Akko just froze in the hotel hallway in Fukuoka after splattering the cake someone brought as a gift! Hey, don't make other people wipe the floor for you!!"

STEALTH KOIZUMI (Satoshi Koizumi - Coordinator) ***The man who lurked in the shadows as the Knight Sabers' 'manager' for four years… here are some choice memories:***

- **Taka-san: Spotting Taka-san from the comedy duo *Tunnels* during a shoot in '89.**
- **The Chase: That time Priss (Kinuko), Omori, and Fujita were chased by a patrol car!**
- **The Food: Nagahama Ramen… so good.**

A Message from the Music Producer: Junji Fujita (President of YOUMEX)

"Memories of Bubblegum Crisis"

Lately, the newspapers have been filled with heartbreaking stories: the sentencing in the "High School Girl Concrete Murder Case," the brutal killing of the translator for *The Satanic Verses*, and Japanese engineers murdered by terrorists in Peru. It's incredibly frustrating. Are ordinary citizens truly powerless against violence and force?

Is it immoral to wish for a "Hissatsu Shiokinin" (a specialized vigilante/punisher) in times like these? Police and laws are, after all, systems and agreements created by humans. Perhaps their ultimate goal should be to make their own existence unnecessary. One day, in a peaceful world without conflict, we won't need them—but when will that day come? Until then, do the victims and their families ever find peace?

This isn't just about logic, reason, or ideals. It's a matter of raw emotion. This is where the concept of "The Punisher" finds its meaning. "A near-future SF action drama themed around a sense of justice and the will to act based on the emotions of ordinary citizens." That was the essence of *Bubblegum Crisis*.

For a drama like this, music is vital. We needed music that could heighten the "punishment" and elevate it to a form of "stylized beauty." As a near-future SF (not a period drama), the only fitting music was Rock. Every theme song in *Bubblegum* had "Anger" as its theme. An uncontrollable rage racing on a bike, a Motoslave, and inside a Hard Suit.

Kinuko Omori (Priss) captured this image perfectly, as did the incredibly talented Yuiko Tsubokura (who suddenly became famous for *Odoru Ponpokorin*).

And I cannot forget the man responsible for the sound: the hitmaker Koji Makaino. (Wait, my word processor just converted his name to "Construction in the Demon World"—damn machine! My apologies.) Mr. Makaino was producing hits for *Otokogumi* and songs like "Otoko to Onna no Love Game" at the same time he was working on *Bubblegum*. These eight albums would have been impossible without him.

Honestly, I can’t believe we made eight soundtrack albums. Writing all this formally is exhausting, so I’m switching to a casual tone now!

As we got toward the end of the series, we had so much background music (BGM) banked that we didn't need to record new tracks, but that meant we didn't have enough "new" songs for the albums. We were in a bind! You might ask, "Why force yourself to make more?" Well, because the albums sold so well! It’s rare for an OVA soundtrack to sell like that. I got so excited that I developed a "stripper-esque" spirit of service—I just wanted to keep pleasing the audience until the very end.

My thanks to Akiko-chan (Hiramatsu), Michie-san (Tomizawa), and Yoshiko-san (Sakakibara) for coming along for the ride. (The difference between 'chan' and 'san' here is subtle!) Looking back, I think we made something pretty great. Being able to enjoy work this much was all thanks to the fans who supported us.

To wrap this up like a proper student: "That's all for now, hope the timing was right." (Now I sound like a Rakugo storyteller!)

TN: Rakugo is a form of comedic story telling that uses only two props to substitute for a variety of things

Page 78 (hand drawn page with 56 on it)

My Youthful Days

BUBBLEGUM CRISIS: Animation Director / Director Masami Obari

■ Gaining attention for his mechanical depictions and speedy action, he was in charge of the storyboards and direction for Part 5. In the following part (Part 6), he served as director for the first time, and his staging was highly acclaimed. (Affiliated with Minamimachi Bugyosho).

Personal Commentary: "The Super Intense Battle Chapter"

"That was… it was the entirety of my youth from age 22 to 23…"

"Anyway, since I had never done storyboarding or directing before, I just did it in my own 'super self-taught' style. I feel like I did almost everything I wanted to do with *Bubble*… but if possible, I'd love to try it one more time."

Ideas for a "True" Finale: "If I could do the final episode… I would definitely have Largo go on a complete rampage! And then, I'd want to direct a super cool Saber King (the combined/transformed form) and of course the Knight Sabers and the Sekidoll too."

Final Thoughts: "I think it really was a very charming series. Lastly… to Mr. Goda, Mr. Matsubara, and all the staff members: Thank you so much!"

Illustration Captions & Labels

- **Top Left: The giant Gemma Tower that Largo assimilated into.**
- **Center Left: A tragic mecha.**
- **Bottom Right: "After all, the final episode has to be this!" (Referring to the high-octane action).**
- **Background Text: "BUBBLEGUM CRISIS" / "TEASE"**

Context for Fans

- **Masami Obari: Famous for his "Obari-style" (distinctive posing and sharp mechanical lines). This snippet captures him right at the start of his career.**
- **Saber King: Obari is known for his love of combining robots; here he mentions his wish to have seen a "Saber King" (a heavy power-up for the Sabers) in the finale.**
- **Minamimachi Bugyosho: The name of the animation studio/collective Obari was part of at the time.**

Page 79 the reika drawing page

MEMORIES

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS

MEGA TOKYO 2032-2033

THE STORY OF KNIGHT SABERS

Bubblegum Crisis 7

[Section Title/Caption]:

- **Reika being protected by the brave Kou-kun.**
- **Stage costume Reika—her bottom is showing! It's "moe"! (It's hot!)**

Production Credits & Commentary

BUBBLEGUM CRISIS 7: Chief Animation Director – Satoshi Urushihara

■ Utilizing his sharp character touch, he served as the guest character designer for this part, adding a new color to the visual side of "Bubble." (Illustration from Part 7 book).

Director/Staff Note:

"Part 7 was produced on a quite grueling schedule, but thanks to the efforts of the in-between checkers, the finishing staff, and everyone else, I think we managed to achieve a beautiful final look on screen."

Note on Reika:

"This is Reika during her girlhood… I wish she could have appeared more."

— BY Satoshi Urushihara (written as "Satoshi")

Key Terms & Context

- **Kou-kun: Refers to Kou, the young boy Reika protects in Episode 7 (*Double Vision*).**

- Satoshi Urushihara: A legendary animator and character designer known for his distinct, polished aesthetic (and for being a master of drawing "beautiful girls").
- Moe (もえます!): In this 1980s/90s context, it refers to cute character's design.

Guitar girl page 80:
Tony Takezaki (Manga Artist/Character Designer)

"Me and *Bubblegum Crisis*..." Regarding the work known as *Bubblegum Crisis*, I can simply say it was incredibly fun.

Hiroaki Gohda (Animation Director/Storyboards)

The whole thing started when Masami Obari asked me, "Why don't you join us on this project?" and before I knew it, I had worked on three episodes... For one of those episodes, I even handled the storyboards and direction. I don't think there is any other project that I feel quite as attached to as this one.

Masami Obari (Director/Mechanical Designer/Animator)

So much time has passed since *Bubble* that I don't have anything specific to say now, but I still like it very much. That's all thanks to Mr. Iwata; thank you for all your hard work. If there was a middle ground, I suppose I would have liked to see *Bubblegum Crisis* conclude properly...

Episodes 4-8 section

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ORIGINAL VIDEO ANIMATION SERIES BUBBLEGUM CRISIS

[MEGA TOKYO 2032-2033]

THE STORY OF KNIGHT SABERS

- **Cracks forming in the Hard Suit The Motoslave Typhoon arrived at the site of the final showdown with Largo. Inside, a Hard Suit for Priss had been prepared. Priss wiped out the Boomers in a single blow and stood before Largo.**
  "I won't run anymore... I won't run away again! Anri, Sylvie... give me strength!"
  Priss's fist struck Largo.

Key Credits & Dialogue

- **Illustrated By: MASAMI OBARI**
- **"Brian J. Mason..."**
- **"Well done, Priss." Priss gazes at Largo.**
- **"Nene, support me!" / "OK!" Largo falls, engulfed in flames. Leon watches the Knight Sabers.**

BUBBLEGUM CRISIS

"Weak humans have no need for it."

The rest of the pages of the Red Eyes episode text is unintelligible due to low quality sorry 😕-EFF

More Sketches Section

[The Sync System] / [Cynthia's Remains] / [Black Box]

Irene plans to take her knowledge of the Boomers to the press to shake the foundations of Genom. Linna is worried for her safety, but Irene’s resolve is unshakable.

However, Genom’s plot was already in motion. Shortly after parting ways with Irene, Linna is attacked by a mysterious car. Sensing intuitively that these are Genom assassins, she contacts Priss, fearing for Irene's life.

Meanwhile, Irene is being pursued by a suspicious vehicle. Terrified by the car that clings to her trail, she runs desperately to lose it. Eventually, exhausted and collapsing, Irene is confronted by the person stepping out of the car: a female Boomer who serves as Mason’s close aide.

Linna and Priss discover Irene and rush to her side, but they are too late. Irene’s life is cut short right before their eyes. Burning with rage, Linna vows revenge in her heart.

The Battle at the Genom Lab

Thanks to information from Mackie, the Knight Sabers learn that the Satellite Sync System is located at the Genom Research Institute in Kawasaki. They mobilize immediately.

Aware of their approach, Mason dispatches his subordinate female Boomers to intercept. A fierce battle begins. Facing Boomers with combat capabilities equal to their own, the Knight Sabers are forced into a grueling fight. Nevertheless, through the power of their Hard Suits and teamwork, they take down the female Boomers one by one.

When the last of the female Boomers is defeated, something stirs deep within the lab. With glowing red eyes, the Super Boomer—Genom’s ultimate creation—emerges. A beam streaks past Sylia. Unless they destroy the sync system, they will eventually fall victim to these beams.

Climax

The Sabers launch a continuous assault with various weapons, but the Super Boomer does not flinch. Even after Sylia drives a Knuckle Bomber into its head at point-blank range, it continues to move. Finally, Priss fires her Railgun as a finishing blow, causing the Super Boomer to vanish in a massive explosion.

The laboratory becomes a sea of fire. Within the flames, the sync system is reduced to ash, and Mason vanishes into the inferno. Though the "job" technically ended in a loss, Irene's death has been avenged. As Linna gazes into the flames, a myriad of emotions cross her mind.

Epilogue

A few months later, at a foreign cemetery standing in the twilight... a single bouquet of flowers rests on a grave marked "IRENE."

Page 115
(CHARACTER)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033 | THE STORY OF KNIGHT SABERS

[Plot Summary: Part 1]

Sylia visits the USSD (Space Force) headquarters. The request she receives from the Director is to locate a young girl named Cynthia, who is deeply tied to military secrets, and the man who kidnapped her, Frederick.

The Knight Sabers begin their investigation, but initially, they find no leads. While entering a phone booth to make a routine check-in after an unsuccessful sweep, Priss is ambushed and abducted by Frederick's accomplices. During her captivity, she manages to overhear that the enemy's hideout is located in the Sunken Waterfront City. Seizing a momentary opening, she escapes and heads there on her motorcycle.

Priss discovers Cynthia in the waterfront ruins but is quickly surrounded by Frederick's Boomer subordinates. Despite desperately fighting back with her handgun, she is overwhelmed as a mere human against machines. Just then, Frederick appears—revealing that he, too, is a Boomer. With her head pinned down and facing certain death, a laser beam suddenly streaks down from the sky.

The Knight Sabers have arrived!

Clad in their Hard Suits, Sylia and the others begin dismantling the Boomers one by one. Victory seems within reach, but Frederick uses his unique ability to fuse with the environment. He merges with the machinery of the waterfront city, transforming into a Giant Boomer that towers over the team.

Seeing his ability to assimilate anything he touches, Sylia orders the evacuation of Priss and Cynthia while she stands her ground against the behemoth. However, as the giant continues to grow through further fusion, even the Knight Sabers find themselves unable to land a decisive blow.

Meanwhile, Priss—who had been separated from Cynthia—dons her Hard Suit and, alongside her backup mecha, the Motoslave, charges into the interior of the Giant Boomer. She wagers everything on a single gamble: inside this

massive fused entity, there must be a central core—Frederick's original body. Dodging the mechanical "limbs" attacking from every direction, she pushes deep into the monster and finally finds Frederick. She unleashes every remaining round of her ammunition into him.

The Giant Boomer begins to writhe in agony. However, the uncontrolled fusion ability begins to swallow Cynthia as well—revealing that she, too, was a Boomer. As the waterfront city-turned-monster collapses, Cynthia's screams echo through the ruins. In response to her cries, massive laser beams rain down from the heavens. Cynthia was a Boomer designed to synchronize with the USSD military satellites. The city is engulfed in flames by the very lasers she commanded. Having narrowly escaped, the Knight Sabers can't do nothing but watch the destruction from a distance.

[Characters & Mechanical Assets]

- Cynthia: A girl who is actually a Boomer capable of controlling orbital weaponry.
- Dr. Stingray: Sylia's father and the creator of the original Boomer technology.
- Schwartz: (Related to the USSD or technical staff).
- Silky Doll Wagon: The Knight Sabers' transport vehicle disguised as a delivery van.
- Priss's Bike: Her personal road bike.
- Stolen Bike: The motorcycle Priss commandeers during her escape.
- Leon's Bike: The high-performance police motorcycle used by Leon McNichol.

[CHARACTER]

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS THE STORY OF KNIGHT SABERS

Lisa Vanette

A young girl and aspiring photographer who is a relative of an A.D. Police (ADP) member. Her dream is to land a major scoop. According to Lisa, in this managed society, the Knight Sabers are people who defy Genom—the world's dominant power—and while they technically help the police, they also extort large sums of money and, to top it off, destroy a "weak little girl's camera." Her goal is to get a scoop on the Knight Sabers' true identities and reveal their motives to the world. During a Boomer incident, she captured a photo of the Knight Sabers, and the identity revealed was... someone very close to her.

- Lisa's Room
- Lisa's Bicycle: Used when tailing Nene.
- Lisa's Detective Look: Her outfit for stalking Nene.
- Lisa's Pajamas / Lisa's Dress (Final Scene)
- Lisa's Wardrobe: She has the most outfit changes in the series, enough to make the regular cast cry.
- Lisa's Camera A: Destroyed by Priss.
- Lisa's Camera B
- Lisa's Badge: An ADP visitor's badge. You can't enter the building without it.
- Lisa's Watch

[STORY SUMMARY]

Learning that Lisa was investigating the Knight Sabers, Sylia contacted her under the guise of a chance encounter. After exchanging a few words, Sylia determined that Lisa was not a dangerous threat.

Soon after, Miriam's Boomers appeared at the A.D. Police building. In a bid to defeat the Knight Sabers, Miriam launched a frontal assault with specialized Boomers. One of these Boomers hijacked the building's main computer, placing the entire facility under its control. The A.D. Police were in peril! Nene,

who happened to be on-site, joined the battle alongside Priss and the others. Nene's primary objective was to engage the Boomer's computer from the sub-control room.

However, Nene realized something critical: Lisa was still trapped on the second floor. Nene immediately began writing a program to guide Lisa to safety while simultaneously blocking the Boomer's control. Nene fired off rapid instructions, but the Boomer countered with various traps. Emergency stairs collapsed, and when Lisa tried to climb a ladder in an elevator shaft, the Boomer moved the elevator in an attempt to crush her. Every path Lisa took was anticipated by the sensing Boomers. Lisa fled in desperation, tears welling in her eyes.

Finally, Lisa reached the sub-control room where Nene was stationed. There, she witnessed the sight of Nene fighting as a member of the Knight Sabers.

The combat Boomers inside the building were defeated by Priss and the rest, leaving Miriam cornered. As a last resort, Miriam ordered the Boomer fused with the main computer to self-destruct, intending to take the Knight Sabers down with the building. Realizing this, Nene stayed behind alone to stop the countdown. Entrusting Lisa to Priss's care, she dove back into the system. Beside her was Mackie, who had stayed of his own volition to provide backup. A smile crossed Nene's face.

At the very last second, Nene succeeded in blocking the power system, causing the Boomer to short-circuit. The A.D. Police building was saved. Sylia and the others were waiting for Nene; moved by the friendship of her teammates, Nene burst into tears of joy.

The day came for Lisa to say goodbye to Nene. Lisa handed Nene an envelope, calling it a present. Inside was the infamous photo featuring Nene's face. Having kept Nene on her toes until the very end, Lisa departed.

- **Frederick: A new model Boomer with a built-in fusion system. He escaped from the USSD with Cynthia. In the Water City, he transforms into a Giant Boomer and engages in a life-or-death struggle with the Knight Sabers.**
- **Priss's Gun: Used by Priss to attack the Boomer attempting to kidnap Cynthia. While powerful, its main drawback is that it only holds three rounds.**
- **Retort Boomer: One of Frederick's subordinates. He is defeated by the Knight Sabers.**
- **Leon's Railgun: A weapon Leon brought along to rescue Priss. It possesses enough power to destroy an average Boomer in a single shot.**
- **Bogey: One of Frederick's companions.**
- **Leon's Luger: Leon's personal sidearm, a Luger Redhawk. It is a large-caliber magnum.**
- **Female Boomer: One of Frederick's subordinates. The scene where she spits out the bullets Priss fired at her from her mouth is quite impactful.**
- **The First Boomer: The Boomer defeated by the Knight Sabers in Part 1 (Episode 1).**
- **The Aqua City: The city that Frederick merges with. It was originally built due to massive land subsidence, but construction fell behind schedule, and it has since become an unfinished ghost town.**
- **Shibuya Streetscape: The area where Priss's live house, "HOT LEGS," is located.**
- **LADYS 633: A fashion building managed by Sylia. It is located in the heart of the city. One of its tenants is Sylia's own shop, "Silky Doll."**
- **Priss's Pad: Located near a river where trespassers have gathered, turning the area into a slum. Priss uses an abandoned trailer as her home.**

Episode 2 swimmer lady page
(CHARACTER)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033 | THE STORY OF KNIGHT SABERS

[Character Comparisons for Part 2]

- Female Boomer A: One of Mason's female bodyguards and a high-level Boomer. Unlike previous models, these can exercise high combat ability even without transforming into their Boomer forms. She specializes in cloning techniques and uses a concealed needle in her ring to assassinate targets. Unlike other Boomers who rely on brute force, she is a lithe, agile fighter. However, she was ultimately overwhelmed by the rage of Linna and the Knight Sabers after they lost a dear friend.
- Female Boomer B: Another of Mason's bodyguards. She treated Priss like a child during their confrontation. Parts of her body have been cybernetically enhanced to increase her lethality.
- Female Boomer C: The Boomer who carried out the direct order from Mason to stab and kill Irene. Her standard outfit is "Italian Red," but she switches to the combat "Diving Look" during specific operations.

[Equipment & Locations]

- Boomer Diving Look: A specialized waterproof suit used during the mission to retrieve Cynthia's "Black Box" from the sunken ruins of the former city. This acquisition significantly shortened the development time for the "Super Boomer."
- Boomer "Look": The combat style of the female Boomers. The protrusions on their heads are high-frequency induction devices used to pressure the Knight Sabers. Interestingly, they never remove their earrings—perhaps a sign that despite being Boomers, they still retain a sense of being female.
- The Tow Truck: The vehicle that towed away Linna's car while she was meeting with Irene. This caused a critical delay that moved them away from the safety of the vehicle.
- The Foreign Cemetery: Where Irene's grave was built. Located on a hill far from the center of Tokyo, GENOM Tower can be seen in the distance. In Part 7, Reika is seen visiting Irene's grave here.

Technical & System Notes

- **Central Data Bank: The core information hub utilized by Sylia.**
- **Motoslave Designs: References to the transformation and jacket designs for the combat bikes.**

Irene page

PART 2: BORN TO KILL

For the sake of a friend whose modest happiness was trampled upon, Linna stands up!

[Plot Summary]

The day after the battle in the city, GENOM has begun a new maneuver. They have deployed three female Boomers to retrieve the remains of Cynthia from the seabed. GENOM's objective is the beam satellite synchronization system that was installed in Cynthia—a component indispensable for the new-model Boomers currently under development.

Around the same time, an explosion occurs at a research laboratory within GENOM Tower. Among the crowd of onlookers gathered in front of the building are Priss and Linna. As Mason emerges from the main entrance flanked by his aides, a woman runs toward him. It is Linna's friend, Irene. She confronts Mason, accusing GENOM of being behind the "accident," but she is struck down by one of Mason's female subordinates.

Unable to watch any longer, Priss steps in to intervene. However, the strength of the woman who grabs Priss's hand far exceeds that of a normal human. It's a Boomer! Just as Priss's hand is about to be crushed, Leon of the AD Police breaks them up, and the situation is momentarily defused. However, it is clear that there is more to this incident—and Irene's involvement—than meets the eye.

[The Mission]

Sylia receives another request from the USSD (Space Force) Director. The mission is to recover Cynthia's synchronization system, which was salvaged from the seabed by an unknown party. Suspecting GENOM's involvement based on the explosion, Sylia and the team begin gathering intelligence.

Priss makes contact with Leon and learns that the investigation into the GENOM Tower explosion has been abruptly called off. Furthermore, she discovers that a single car left the GENOM gates at the exact time of the blast.

[Linna and Irene]

Linna meets with Irene, who reveals that her fiancé died in the GENOM laboratory accident and that she is convinced it was a cover-up. Attempting to cheer up the depressed Irene, Linna takes her shopping in Chinatown. It is there that Linna learns of Irene's resolve: Irene intends to expose the truth about the technology her fiancé was developing…

(CHARACTER)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033 | THE STORY OF KNIGHT SABERS

[The Evolution of the Griffon]

- **The Original Griffon: A standard 2021-model HMJ Griffon. This is the base type Gibson and Naomi were riding when they were originally attacked by the Outriders.**
- **Tuned-up Griffon A: Modified by Dr. Raven, this version features reinforced aero-wheels and increased power output. From this stage, Gibson began his revenge against the Outriders.**
- **Tuned-up Griffon B: The Griffon after its first major overhaul. At this point, it already displayed overwhelming speed, easily outstripping even Priss's personal motorcycle.**
- **Tuned-up Griffon C: The final version after the second major overhaul. It became an M.F.S. (Mind Feedback System) machine, transforming into a "Cyber Monster" that transcended standard motorcycle capabilities. However, Gibson's synchronization was not perfect, and the Griffon began to run out of control under its own power.**
- **M.F.S. (Mind Feedback System): A thought-controlled steering device installed by Gibson to achieve 100% synchronization. It was necessary because the Griffon's speed had exceeded the limits of human physical reaction time.**

[The Highway Star & Other Vehicles]

- Highway Star: A "Monster Bike" built by Mackie as a hobby in Dr. Raven's garage. It has a 2.4m wheelbase and an output of over 280PS (reaching 350km/h with Nitro). It is a machine no normal human could possibly handle; even Priss must wear her Hard Suit to operate it. It is the only machine capable of rivaling the Griffon.
- Highway Star Frame: Priss attempted to ride the bike in this early frame stage, but she was spectacularly thrown by its overwhelming power.
- Priss's Bike: A bike Raven customized to Priss's specific orders. Despite the tuning, it stood no chance against the Griffon's speed.
- LVTP Slug: A scrap-processing vehicle procured by the AD Police in a desperate attempt to bring the Griffon to a halt.

[Technical Diagrams]

- (a) The Griffon (Base)
- (b) Tuned-up Griffon C (Final)
- (c) M.F.S. Interface
- (d) Highway Star
- (e) LVTP Slug

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033 | THE STORY OF KNIGHT SABERS

[Mason’s Bodyguards & Assets]

- **Anri & Sylvie (C-332 Boomers): Mason’s personal bodyguard Boomers. Using technology stolen from GENOM’s Chairman Quincy, Mason uses them for his own urban redevelopment plans. Though they transform into powerful combat Boomers to fight the Knight Sabers, they were ultimately defeated by Sylia and her team as Mason's influence grew.**
- **Mason’s Powered Suit: A specialized suit Mason wears to settle his score with Sylia. It features a motion-prediction system that allows for precise counters. Its heavy armor and arm-mounted cannons make it a formidable threat.**

[The Tragedy of Sho]

- **Sho: An innocent boy Priss meets while riding her Motoslave. In a cynical city like Tokyo, he represents a rare, pure-hearted type. He lived a modest but happy life with his mother.**
- **Sho’s Mother: She lived quietly in the slums with her son, dreaming of moving to the countryside where the air is clean. This dream is crushed by Mason’s ruthless "urban renewal."**
- **The Crane (Demolition Vehicle): A massive GENOM construction machine used to demolish buildings in District 1. It is the instrument that destroys Sho’s home.**

THE STORY SUMMARY (Plot Segment)
The Demolition

Under Mason’s orders, the massive demolition machines begin to move. Their giant claws tear into the walls of the apartments. Despite the residents' protests, Mason claims legal authority, and even Leon of the AD Police is unable to intervene. When the residents grow violent, the AD Police are forced to hold them back.

Priss, burning with rage, watches as Sho’s mother runs back into the crumbling building to retrieve a small hidden stash of money—the savings for their "dream." Priss tries to stop her, but the apartment is already half-collapsed. Sho’s mother is found dead amidst the rubble, clutching those few coins.

Sylia realizes the time has come to settle things with Mason. While Priss and Linna act as a diversion to draw away the combat Boomers, Sylia and Nene infiltrate the GENOM building.

- Priss & Linna: They struggle against two new types of combat Boomers but manage to narrowly escape destruction thanks to the overwhelming power of the new Motoslave.
- Sylia & Nene: They confront Mason, who is waiting for them. Mason now knows that the leader of the Knight Sabers is the daughter of Dr. Stingray.

The Duel

Sylia attacks Mason to avenge her father. However, Mason’s Powered Suit reads her movement patterns, putting her at a severe disadvantage. In a momentary opening, Sylia lunges into Mason’s chest. As the battle reaches its climax, Sylia’s visor opens. Facing Mason head-on, she drives her laser sword into his neck.

As Mason falls, Sylia and the others vanish into the darkness, leaving only their signature behind.

[Technical Data]

- Knight Sabers Trailer: A large transporter for the Motoslaves. It doubles as a mobile base equipped with advanced computer systems.
- Sylia’s Computer Room: Features the LADYS 600 system, used for mission planning and data analysis.

REVENGE ROAD

Running through the nights of Megalopolis Tokyo are the "Outriders"—violent biker gangs feared by the people as a brutal menace.

However, a single "Super Machine" appears before them. It is a further tuned-up version of HMJ's 2021-model road-going racer. Its name is the Griffon. The Griffon hunts down the rampaging Outriders, sending them flying and turning them into sacrificial offerings one after another. No Outrider exists who can rival its power and speed.

The man piloting the Griffon is named Gibson. Six months ago, while driving with his girlfriend Naomi, they were attacked by Outriders. Gibson was severely injured, and the trauma of the event caused Naomi to withdraw into a catatonic state. Gibson is now seeking bloody revenge against the bikers.

Meanwhile, Priss visits Raven's shop to test-drive a 700-horsepower superbicycle built by Mackie. However, even for a rider like Priss, this "monster" machine—built with actual fighter jet parts—is impossible to master. As Raven laughs, a photograph of Gibson and Naomi sits nearby...

The Knight Sabers enjoy a "Combat Game" as part of their training. Sylia displays her usual brilliance and wins, leaving the defeated Priss and Linna to foot the bill for a steak dinner. As the members chat over their meal, this peaceful day feels like the "calm before the storm."

Alone in his garage, Gibson works on modifying the Griffon. Tonight, he will head out to the highway once again to hunt the Outriders. With the Griffon's overwhelming power, the victim count continues to rise. While riding on the highway, Priss spots the Griffon

BUBBLEGUM CRISIS

(CHARACTER)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS

THE STORY OF KNIGHT SABERS

J.B. Gibson

While out driving with his lover, Naomi, they were attacked by a gang of "Outriders." This incident caused Naomi to withdraw from the world emotionally. To take revenge for his lover, Gibson builds the monster machine Griffon and begins a campaign of vengeance against the Outriders. Gradually, Gibson's actions escalate, eventually drawing Priss into the conflict. He continues his revenge, but all that lies ahead for him is an unfulfilled sense of emptiness.

Naomi Anderson

Gibson's lover. The shock of the Outrider attack caused her to suffer mental trauma, and she stopped opening her heart to anyone, including Gibson. However, after being taken into the Griffon and experiencing the shock of being caught in the incident again, she regains her memories. She finally accepts everything and shows a radiant smile.

Dr. Raven

The Knight Sabers' mechanic. He is a mechanic of such high caliber that even Sylia defers to him; his shop is a place of relaxation for Priss and Mackie. He initially helped Gibson tune up the Griffon without knowing its true purpose, but he now regrets it. Fearing for Gibson's life, Raven eventually asks the Knight Sabers for help.

Flashback & Snapshots

1. **Snapshot: A photo kept in Raven's garage showing a young Gibson and Naomi together. It radiates a sense of peace between the two.**
2. **Young Gibson: Appears in the flashback scene. He looks more like a boy than a young man.**

3. Young Naomi: Appears in the flashback scene. She looks like a very ordinary, cheerful girl.

The Story: Revenge Road

Priss's bike could not keep up with the Griffon's speed; she lost control and crashed. Accompanied by Linna, Priss visits a hospital. There, she witnesses the reality of Naomi and Gibson. Seeing Naomi trembling at the sound of the Outriders' bikes, Priss realizes what is truly happening.

Determined to pursue the Griffon once again, Priss uses Nene's help to search for Gibson in the AD Police databank. The regular police were also beginning to notice Gibson's existence. Now, he was about to become a wanted man.

Meanwhile, Gibson was obsessed with further upgrading the Griffon. After Dr. Raven refused to help him further, he continued his modifications alone, driven by what seemed like madness. As if absorbing Gibson's twisted heart, the Griffon transformed into a Cyber Monster—a vehicle controlled by thought-syncing.

Cornered and surrounded by the police, Gibson takes Naomi into the Griffon for one final run. A death match unfolds between the police and the Griffon on the night highway. Tearing through police cars one after another, the Griffon looked like a true monster.

Dr. Raven, worried about Gibson, sought help from the Knight Sabers. To catch the Griffon, there was only one way: the Highway Star, a super-bike built by Mackie. Priss mounts the machine and heads out.

Inside the Griffon's cockpit, the shock of the battle causes Naomi to regain her sanity. Realizing this, Gibson tries to stop the Griffon. But at that moment, cables coil around Gibson and the control unit explodes! Was the Griffon, now a monster, trying to consume Gibson himself? With the two still inside the cockpit, the Griffon begins to self-destruct.

Priss, catching up on the Highway Star, leaps onto the Griffon. With help from Sylia and Linna, she manages to pull Gibson and Naomi out. Even without a driver, the Griffon did not stop. It smashed through the AD Police barricades and was finally silenced by a grenade fired by Leon.

Naomi and Gibson stand illuminated by the flames of the Griffon. Were they, too, just victims? And was the Griffon a manifestation of a machine's hatred toward humans? The incident ended, leaving behind a complex web of emotions.

(CHARACTER)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Griffon (2031 Model HMJ Griffon)

A very common type of bike. This was the model Gibson and Naomi were riding when they were attacked by the Outriders.

Tuned-up Griffon A

A Griffon reinforced by Dr. Raven with aero-wheels and increased power output. From this point on, the Griffon (piloted by Gibson) began its retaliation against the Outriders.

Tuned-up Griffon B

The Griffon after its first major overhaul. At this stage, it already displays overwhelming speed, easily leaving Priss's bike in the dust.

- *Close-up of the engine unit*
- *The Griffon mid-transformation*

Tuned-up Griffon C

The Griffon after the second major overhaul. This is the final version. Equipped with the M.F.S., it has evolved beyond a machine into a "Cyber Monster." However, Gibson's synchronization is not perfect, and the Griffon begins to run wild under its own power.

- *The Griffon's Cockpit*

M.F.S. (Mind Feedback System)

A thought-controlled device installed by Gibson to achieve 100% control over the Griffon, as physical bodily reactions could no longer keep up with its speed.

Highway Star

A "monster bike" that Mackie built as a hobby in Dr. Raven's garage. It has a 2.4m wheelbase and an output of over 280PS. By using its Nitro system, it can reach speeds of 350km/h. It is far too much for any normal human to handle; even Priss must wear her Hard Suit to ride it. It is the only machine capable of rivaling the Griffon.

- Highway Star Frame: Priss tried to ride it while it was still in this skeletal state, but she was completely wiped out by its overwhelming power.

Priss's Motorcycle

A bike modified by Dr. Raven at Priss's request. However, it stood no chance against the speed of the Griffon.

LVTP Slag

A heavy-duty tank-like vehicle brought in by the A.D. Police in an attempt to forcibly stop the Griffon.

Labels & Captions

- Griffon / Tuned-up Griffon
- M.F.S. / Highway Star
- Priss's Bike / LVTP Slag
- 127 BUBBLEGUM CRISIS

Technical Diagrams (Bottom Right)

- 1–2: LVTP Details
- 3: BGC# (Model Number)
- 4: Earth Bike
- (a)-(e): Suspension and frame component details for the Highway Star.

[FRIGHT KNIGHTS SERIES (Initial Planning Documents)]
Origin of the Title Naming

- **BUBBLEGUM CRISIS: This signifies a situation where national greed and the endless ambitions of giant corporations have bloated like chewing gum and are on the verge of bursting. It represents the attempt to suppress the crisis just before the pop.**
- **FRIGHT KNIGHTS: Meaning "Knights who bring great terror." This is the name of the underground group of "professional punishers" (vigilantes). Since the members are all female, the name was intentionally made to sound masculine to mask their identity.**

How the Fright Knights Came to Be

Dr. Stephen, a biological scientist and a central figure in a national space development project, attempted to blow the whistle on a secret plan involving the project's primary sponsor—the mega-conglomerate [Genom]—that threatened the nation's survival. For this, he was assassinated by unknown parties.

Sylia, having lost her father to assassination and later her mother to illness, sought refuge with Dr. George, a physicist and her lover. However, one day, a mysterious group relentlessly pursued her father's research documents. In the ensuing attack, Dr. George was also caught in the crossfire and killed.

In his final moments, Dr. George revealed to Sylia the cold reality: a government implementing policies that ignored human rights for the sake of its own survival, and the egoism of a massive corporation working in the shadows to pursue its own profits. The documents Dr. Stephen left behind were the trump card to save the nation from its current plight—but they also dealt a crushing blow to the corporation’s stagnant growth. They were a portion of research papers regarding the "Boomer"—a being that surpasses human limitations; the perfect, flawless human.

Sylia closed Dr. George’s estate and went into hiding to escape the mysterious group. In time, she re-emerged in "Tinsel City" as the young owner of a

lingerie shop, concealing herself among the common citizens. To carry out the will of both her father and Dr. George, she formed the underground punisher group, the [Fright Knights], to crush the ego of the state and giant corporations and to strike down "evil" on behalf of those caught in crime who have no one else to turn to.

World Setting

Technology, led by genetic engineering, is progressing at an explosive rate. Despite slogans like "Making human life more convenient and comfortable," it has forced a rigid, overly clear "life plan" upon many people. As a result, lives are becoming increasingly standardized and uniform.

However, for the hot-blooded youth, the will to act and the dreams for the future have not been entirely lost, much like the youth of today...

The story unfolds as Leon, a hot-blooded young [AD Police] officer and a member of the "Experience" generation, discovers the existence of the underground vigilante group [Fright Knights] following a specific crime. The series develops as a high-speed, thrilling action drama where Leon and the Knights sometimes help each other and sometimes clash, venting the excess energy of youth.

> Note on "Tinsel City": The name means "showy but cheap" or "gaudy." TINSEL CITY = The City of Cheap Glitter.

???page?

(CHARACTER)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS

MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Naoko

Nene's friend who works at A.D. Police (ADP). Since they are friends, she's a bit of a fangirl; in Part 7, she bought Vision's tickets and merchandise and was squealing with excitement alongside Nene. Her charm point is her freckles.

- Naoko's Casual Clothes

Nene's Mom

Among the members of the Knight Sabers, Nene is the only one whose parents are still alive. She likely hasn't even dreamed that her daughter is out fighting Boomers.

- Nene's Mom

Characters Appearing in Part 7

Miriam Yoshida

Director of the research lab at Ebisu, a subsidiary of Genom. A person with a cold disposition, he plans to one day surpass Genom's top brass and seize the world for himself. He plotted to measure the power of the Knight Sabers' Hard Suits and sent an upgraded Sylla against them.

- Miriam Yoshida

Other Visual Notes:

- Leon Jogging
- Linna in a Gown
- Sylia in Pajamas
- Mackie's Battle Suit

- **Priss's Ponytail: To take measurements, she has tied up her hair, which usually gets in the way, into a ponytail.**
- **Sylia's Earrings**
- **Mackie's Battle Suit: A battle suit Mackie wore over his own Hard Suit. The parts were remodeled from a Moto-Slave. Its weapon is a large bazooka. He also plays an active role as backup for Nene during electronic warfare.**

Mechanical & Setting Details

- **Priss's Bike: She gets a speeding ticket from Nene for going well over the limit.**
- **Miriam's Helicopter: The helicopter used to deploy the Boomers. It is believed to belong to the Ebisu Corporation.**
    - ***Miriam's Helicopter Cockpit***
- **ADP Building Sub-Control Room: After a Boomer fused with the main computer room of the ADP, Nene used this room to engage in electronic warfare.**
- **Nene's (Equipment): Large-caliber weapons installed throughout the ADP. Since the ADP is tasked with fighting Boomers, these are high-caliber guns that might seem impossible for a woman to handle.**

Technical Diagrams (Bottom Right)

- **Model M459 Magnum (Auto Pistol)**
- **FM-207NTE (Code Name/Part Number)**
- **Palm Control/Grip Details**

[CHARACTER]

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS THE STORY OF KNIGHT SABERS

Meg (ORCA-4)

One of the Sexaroid Boomers from the SDPC (Space Development Promotion Council) space station Genaros. Unable to endure her life as a Sexaroid, she attempted to escape with her comrades. However, she was killed during the breakout by the pursuit of the "Doberman" Boomers.

Lou

One of the Sexaroid Boomers. She was a member of the group attempting to reach Earth. While attempting to escape, she took a separate path from Sylvie and Anri to draw away the guards, but she ultimately lost her life. In the end, the only ones who made it to Earth were Sylvie and Anri.

Nam

Another Sexaroid Boomer. Like Lou and Meg, she was part of the group seeking freedom, but she was sacrificed during the fierce pursuit by the Genaros security forces.

Technical Details

- Shuttle Cockpit: The layout is symmetrical on the left and right sides.
- ORCA / LED / HOME: (Internal shuttle control labels/indicators).

[STORY SUMMARY: PART 5 CONCLUSION]

Sylia accepted the mission to recover the D.D.D. loaded on the crashed shuttle. Despite the request coming from the GPCC, Sylia felt there was something deeper behind the incident. Why would Sexaroids bring a combat pod like the D.D.D. with them?

The answer was in the blood. Because Anri's blood circulation system was damaged, Sylvie had been attacking humans to obtain blood for her. Furthermore, to complete the D.D.D. system and save Anri, they absolutely needed a data disk located within the GPCC.

Sylvie successfully infiltrated the GPCC alone, drugged Flint, and stole the data disk. She was pursued by two security Boomers, but she destroyed them with the D.D.D.'s overwhelming power. However, Leon appeared in his K-12S to intercept her. During the struggle, Sylvie's mental state deteriorated, triggering the J-1 automatic combat system embedded in the D.D.D. The machine was no longer under Sylvie's control; it had become a mindless engine of destruction. Worse, once the J-1 ran out of energy, the Micro-Neutron heart was set to self-destruct.

Leon's K-12S fought bravely but was defeated. Just as the D.D.D. was about to deliver the finishing blow, four shadows appeared in the moonlight—the Knight Sabers had arrived.

Under the Knight Sabers' attack, Sylvie briefly regained consciousness, but the J-1 system could not be stopped until the explosion. There was only one way to end it: shoot Sylvie, who was synchronized with the D.D.D., to break the curse. "I can't shoot Sylvie!" Priss hesitated as the self-destruction drew closer.

Finally, Priss made her decision. Equipped with her Moto-Slave, she charged toward the D.D.D. A missile engulfed the Moto-Slave, and it exploded in mid-air. However, having ejected just a moment before, Priss used the opening to fire her railgun while screaming Sylvie's name.

Priss caught Sylvie as she fell from the deactivated D.D.D. Sylvie's life was fading. Worrying for Anri until the very end, Sylvie entrusted the data disk to Priss and closed her eyes forever.

However, the Knight Sabers' next battle was already beginning. Somewhere, the eyes of Largo were watching them. Sylia felt a chill as she realized the number of "mysteries" in the city was growing.

[CHARACTER]

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Sylvie

A 33-S Type Sexaroid Boomer who escaped from the orbital station Genaros. Sad and burdened by the fate assigned to her, she escaped to Earth with her comrades to change her destiny and find freedom. After landing, she met Priss and enjoyed a brief moment of liberty, but to save her friend Anri, she was forced to use the D.D.D. to attack humans for their blood. To stop the tragedy, Priss was forced to take a stand, leading to a battle between the two friends.

- **Sylvie's Helmet**
- **Sylvie and Anri's (Nightwear): The clothes worn during the scene where Sylvie gives her blood to Anri.**
- **Sylvie and Anri's (Rags): The tattered clothes they wore when they first escaped from Genaros.**

Anri

A Sexaroid Boomer who escaped to Earth alongside Sylvie. However, during the escape, her self-maintenance functions were damaged, leaving her body in a state where she requires regular blood transfusions to survive. To keep Anri alive, Sylvie was forced to hunt humans.

- **Sylvie and Anri's (Casual Wear)**

Combat Equipment
Aerial Combat Pod: D.D.D. (D-D)

A new prototype Battle Mover developed by the SDPC. Its combat power is far superior to standard Boomers or the K-Series, and it is capable of transforming to suit various environments. Furthermore, it is equipped with

the J-1 System; if the pilot's heart rate drops below a certain level, the machine enters a "Full Auto" mode, operating until its energy is completely depleted.

Once the energy runs out, the Micro-Neutron Heart (its power source) will overload and explode. The only way to stop this is to kill the pilot.

- D-D Beast Form: The D-D can transform into several types depending on the terrain and situation.
- D-D Cockpit: The illustration of Sylvie inside shows the J-1 system in operation, with her limbs forcibly attached to the machine. Since the J-1 system functions as if Sylvie is already dead, manual control is impossible.
- D-D Head-Up Display (HUD)

Labels & Captions

- Sylvie / Anri
- Aerial Combat Pod D-D
- D-D Beast Form
- 130 BUBBLEGUM CRISIS

Technical Diagrams (Bottom Right)

- 8–9: Details of the D.D.D. internal systems and transformation joints.

(CHARACTER)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Police Boomer

Boomers that maintain order within the Genaros station. They do not transform into a combat mode. They engage in a high-speed car chase with Sylvie and her group but end up losing them due to the station's layout.

- Genaros Police Patrol Car: A linear patrol car used by the Police Boomers. It is controlled via terminal connectors attached to the pilot's hands. It is equipped with four laser guns on the sides of the chassis.

Flint

The head of the GPCC (Genom Production Control Center). He is a man who plots illicit activities away from the prying eyes of Genom Headquarters. In league with Kaufman of the SDPC, he attempted to sell off the "Super Weapon" (D.D.D.), but his plans were ruined by Sylvie's escape.

Patrol Vehicle

The vehicle that Sylvie and her group stole from the police inside Genaros.

Fargo

The most influential information broker in Mega Tokyo. He is the only person capable of commissioning work directly to the Knight Sabers. While he is a shady character, he is quite reliable. He seems to have feelings for Sylia (?).

Additional Details

- SDPC Helicopter: Appeared during the investigation of the crashed shuttle.
- Priss's Motorcycle: Her third bike since Part 1. She goes through them at an alarming speed.

- ADP Medical Examiner: Relayed the autopsy results of the "Vampire" incidents to Leon and Nene. Even Leon can't talk back to this old man.
- Date Couple: A couple whose Apex (car) was attacked by the D-D (piloted by Sylvie) while they were out on a date (Wait, what exactly were they doing in there?).

Locations & Settings

- Genaros SDPC-5: The SDPC's 5th space station, measuring approximately 8km in total length. Most of the labor and security within the station is handled by Boomers. It is the secret base of Flint and Kaufman where the D-D pod was constructed.
- Shuttle Port: The launch pad for the shuttle that Sylvie and Anri used to escape.
- Genaros Interior / Highway: The setting for the opening chase scene.
- Doberman Dog: Combat Boomers used to intercept the escapees.

Labels & Captions

- Police Boomer / Genaros Police Patrol Car / Flint
- Patrol Vehicle / Fargo / SDPC Helicopter
- Shuttle Port Entrance / Genaros Interior / Highway
- Doberman Dog / Priss's Bike / ADP Medical Examiner / The Couple
- Genaros SDPC-5
-
-

PART 3: BLOW UP

Carrying the weight of a tragic mother and child's lives, Priss's new Motoslave takes flight!

[Plot Summary]

A Boomer has appeared in District 3. The machine clashed with the AD Police's K-1 units, causing significant damage. While the AD Police eventually destroyed the Boomer after a fierce battle, these nightly skirmishes between Boomers and the police are plunging the local residents into a state of constant anxiety.

The mastermind behind this sudden surge in Boomer crimes is Mason. Aiming for the top position within the GENOM Corporation, Mason plans to make land acquisition easier by destabilizing the citizenry through fear. He eliminates anyone who stands in the way of his ambitions, and he is steadily amassing the power necessary to crush his arch-nemesis, the Knight Sabers.

While riding through the night on a new Motoslave prepared by Mackie, Priss notices a young boy named Sho sitting all alone on a park bench. Sho's father was lost in the Great Earthquake, and he now lives alone with his mother. As Priss keeps Sho company while he waits for his mother to return, she shows a rare, gentle side of her personality.

Meanwhile, at GENOM Tower, Quincy issues orders to Mason: redevelop District 1 into a commercial metropolis and turn District 2 into a supporting industrial zone. Mason remains tense under Quincy's cold commands.

In an apartment within the targeted District 1, a birthday party is being held for Sho. It is a modest celebration with just three people: Sho, his mother, and Priss. In their company, Priss feels a familial warmth she thought she had lost. She finds herself deeply fond of Sho's mother, who speaks of her dream to one day save enough money to move to the suburbs where the air is clean.

The following morning, an ominous atmosphere hangs over the apartment complexes of District 1. Acting on Quincy's orders, She is killed in the demoliion

PART 5: MOONLIGHT RAMBLER ***The emergence of a chosen new species of humanity calls the Knight Sabers to a new battle!***

[STORY]

In the artificial space island Genaros, located in orbit above Tokyo, five girls—Sylvie, Anri, Meg, Lou, and Nam—were attempting to escape. They shook off police cars and headed for the shuttle port. Though they ran in search of freedom, they were intercepted by powerful Doberman Boomers. In the end, only Sylvie and Anri managed to board the shuttle. As Sylvie wept for the comrades who were sacrificed, the shuttle descended toward the blue Earth.

Sylvie and her companions were actually 33-S Type Sexaroid Boomers. This specific model had become a "defect" or "forbidden item" because it was too easily synchronized with the D.D.D., a new prototype combat pod developed by the USSD. Unbeknownst to many, a prototype of that very D.D.D. unit was loaded onto the shuttle Sylvie and Anri used to escape.

The crashed shuttle was eventually discovered, but Sylvie, Anri, and the D.D.D. unit had already vanished. As Leon investigated, members of the SDPC (Space Development Promotion Council) appeared before him; the A.D. Police have little authority over this organization, leaving Leon frustrated.

Meanwhile, Flint of the GPCC (Genom Production Control Center) feared that this incident would expose his illegal embezzlement of the D.D.D. units. To cover his tracks, he requested that Largo recover the D.D.D.

Some time after the shuttle incident, a series of murders occurred where women were found drained of their blood. People began to rumor that it was the work of a "Vampire." Around that time, Sylvie appeared in the city and, by chance, met Priss. The two hit it off immediately. Sylvie also bonded with Linna and Nene, finally enjoying a sense of freedom, unconstrained by anyone.

Eventually, an assignment for the Knight Sabers came in through their informant, Fargo, originating from the GPCC.

Page 133 girl and sargent page

[CHARACTER]

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS THE STORY OF KNIGHT SABERS

Largo (GPCC and SDPC)

A "Super Boomer" who plotted to seize control of Genom by orchestrating the downfall of Executive Flint. He contains the same "Black Box" within him as Cynthia (who appeared in a previous part), allowing him to link directly with orbital beam satellites. Using this system, he hacks into the Genom OMS (Over-Mind Control System) that governs Boomers.

Largo was the one who deployed Hyper Boomers to eliminate the Knight Sabers, whom he views as natural enemies. Although eventually defeated by the Sabers, he remains a mysterious figure who somehow knew Sylia's name. This version of the character appears in Part 5.

- Largo's Costume (Part 5)
- Boomer-fied Largo: Largo's Boomer form, which he claims is the "true victor." His red eyes can initiate attacks from outer space.

Anti-Boomer Handgun (Earthshaker)

The weapon Leon used in the final scene to deliver the finishing blow to Largo.

Kate Madigan

A female executive at Genom. She is a highly capable individual favored by Chairman Quincy. She was the one who noticed Anri had infiltrated Genom to leak information and was aware of the OMS. She dies after getting caught in the crossfire during Largo's battle when he invades Genom.

Minister Callahan

A high-ranking government official with ties to Genom. He is taken hostage by Largo while attempting to meet with Chairman Quincy. Though he refused to

spill secrets to Largo, he was ultimately disposed of by Kate. Even a Minister is merely a pawn to Genom.

[STORY SUMMARY: PART 5]

Anri was heading toward Quincy. Largo contacted Genom, demanding the "OMS" in exchange for Minister Callahan's life. At that moment, Leon appeared via the same route as Largo. However, Largo proved to be a Super Boomer capable of manipulating satellite beams at will. Leon, nearly killed, tried to stop Priss as she arrived pursuing Anri. However, Priss's deep guilt over Sylvie's death drove her desperate need to save Anri.

Upon facing Quincy, Largo demanded the OMS once more. When Quincy refused, Largo used the beam satellites to destroy Genom Towers around the world one by one. Quincy's guard Boomers were easily swatted aside, and it seemed Quincy had no choice but to comply. However, the Quincy standing before Largo was a body double (decoy). As Largo realized this, Priss burst into the room in her Hard Suit.

Priss tried to rescue Anri, but Anri—having been told that Priss was Sylvie's killer—turned her blade against her. Priss accepted the blade through her own tears. Those tears finally conveyed the truth to Anri.

Largo moved to deliver the finishing blow to Priss, but Anri shielded her and took the hit instead. As Anri died in her arms, Priss's rage exploded over the loss of both Sylvie and Anri.

Priss attacked, but Largo's power was overwhelming. She was beaten and toyed with; her Motoroider was destroyed, and she was surrounded by Hyper Boomers. Just as all hope seemed lost, the new Moto-Slave appeared. Outfitted in her New Hard Suit, Priss stood up, consumed by intense fury.

Using the power of the New Hard Suit, Priss annihilated the Hyper Boomers and destroyed Largo's left arm with a Knuckle Bomber. Driven to madness by his wound, Largo attempted to end the fight using the beam satellite. However, Nene and Linna's Prototype Motoroider interfered with the satellite's aim. The beam went off-course and struck Largo himself. Amidst the flames, Largo vanished into the canyon of buildings, leaving behind the cryptic words that Sylia is "of his own kind."

The long night was over. Priss's face shone with a new sense of resolve. Boarding the Sky Carrier, the Knight Sabers departed into the morning sun.

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[TECHNICAL NOTES]

- Largo: This design is prior to final approval, but please use this as the basis for the screen.
- Red Eyes: (Project Title/Theme)
- Leon’s Anti-Boomer Handgun: A specialized firearm used by Leon McNichol.
- *The passionate feelings of the Knight Sabers shake Mega Tokyo!*

RED EYES

PART 8: RED EYES *(Note: While the text says Part 6, the story context follows the events of Part 5)*

[STORY]

Imposters claiming to be the Knight Sabers have appeared. Pulling the strings from the shadows is Largo, who calls for the liberation of "Cyber Droids." He harbors the ambition of creating a world ruled by Cyber Droids in place of humanity. Under his orders, the Fake Knight Sabers steal a new prototype combat Boomer from Genom. Among Largo's subordinates is Anri, who escaped to Earth alongside Sylvie.

The Fake Knight Sabers boldly announce their next crime. Nene and Linna are indignant, viewing this as a direct challenge to their honor. While Sylia weighs their options, Priss suddenly declares that she is dropping out of the mission. She has been unable to recover from the trauma of losing Sylvie.

Meanwhile, Anri has successfully infiltrated Genom as an employee. she leaks information to Largo regarding the movements of their next target: Defense Minister Callahan. Largo’s dark ambitions steadily advance.

Sylia tries to encourage the suffering Priss, but Priss’s sunken heart cannot be easily saved. Ultimately, Sylia and the others are forced to engage the enemy without her.

The Fake Knight Sabers appear exactly as they prophesied. The A.D. Police attempt to fight back, but they are utterly helpless against the enemy's overwhelming power. Leon joins the fray in his K-2S, but he is stuck entirely on the defensive.

Then, the real Knight Sabers arrive, and sparks fly between the two teams. The imposters reveal their true forms right before Sylia's eyes: they are Hyper Boomers stolen from Genom. Sylia and her team are forced into a desperate struggle unlike any they have faced before—eventually forced to retreat only with the help of Mackie.

At that same time, Priss is speeding down the highway on her motorcycle when she passes an unexpected person. It is Anri, accompanying Largo, who has successfully kidnapped Minister Callahan...

Page 137?
[CHARACTER]

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Anri

Overcome with grief after losing Sylvie, she met Largo and began to dream of a new world ruled by Boomers. Believing that the Knight Sabers were the ones who killed Sylvie, she turned her blade toward Priss. However, after hearing Priss's true feelings, she regained her senses. Her warped perspective had been a result of Largo's manipulation.

- Anri with Headcam: Used while she was disguised as a Genom employee to transmit information to Largo.
- Genom Employee Uniform
- Anri's Casual Clothes: The outfit she wore when heading to the Genom Tower.

Fake Knight Sabers (Hyper Boomer Hard Suits)

To challenge the Knight Sabers, Largo transformed Hyper Boomers into duplicates of the team. While the exterior is almost identical, they are characterized by wider "gills" on the helmet and a different silhouette around the mouth. This applies to all the fake Sabers.

- Fake Priss Hard Suit
- Fake Sylia Hard Suit: Features thruster-like details on the mouth and differences in the helmet/shoulders.
- Fake Nene Hard Suit: No major differences in external silhouette.
- Fake Linna Hard Suit: In addition to the mouth area, the shape of the heels is significantly different.

Sky Carrier

The Knight Sabers' aerial transport base, equipped with multiple missile launchers. It can carry Moto-Slaves. Mackie used this to rush to the aid of Sylia and the others while they were fighting the Hyper Boomers.

- Sky Carrier Hatch

Setting & Vehicles

- Largo’s Car: The vehicle used during the kidnapping of Minister Callahan. Anri acted as the driver.
- Road D: A vehicle that might have appeared if Flint’s plan had been executed successfully. It does not appear in the main story.
- GPCC Building: The research and development center for all industrial products manufactured by Genom.
- Leon’s Room: A look at Leon's living quarters.

Labels & Captions

- Anri
- Fake Priss / Fake Sylia / Fake Nene / Fake Linna
- Largo’s Car
- GPCC Building
- Leon’s Room

Bottom Right Diagram

- Model: BUBBLE-6
- For Leon's Room (Interior/Furniture details)

[CHARACTER]

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS THE STORY OF KNIGHT SABERS

Reika (Vision)

A world-famous rock singer who traveled to Japan to avenge the death of her sister, Irene (from Part 2), who was murdered by Genom. She orchestrated several incidents to draw out and kill Quincy, but in the end, her naturally kind heart prevented her from being able to pull the trigger.

- **Reika's Stage Costume**
- **Reika (No Makeup): Her private appearance as Reika, once the "Vision" persona is removed.**
- **Call Girl Look: Reika disguised herself as a call girl to get close to Dr. McLaren.**
- **On-Screen Costume: Reika as she appeared on the giant monitors behind the stage during Vision's concert. It appears to be from a promotional music video.**
- **Combat Style Reika: The outfit she wears when piloting the battle machine, Griffon (Gen-Bu).**
- **Vision's (Stage Gear)**
- **Irene's Disc Letter**
- **Reika's Pajamas / Reika in Part 4**

[STORY SUMMARY: PART 7]

Reika disguised herself as a call girl, drugged Dr. McLaren to sleep, and had him transported away by car. Priss noticed and gave chase, but the Griffon intervened, breaking the right arm of Priss's Hard Suit. Meanwhile, Linna, who felt Reika looked familiar, tailed her as she left the scene. Linna was shocked to find Reika offering flowers at Irene's grave and was promptly captured by Reika's comrades.

Upon learning that Reika was Irene's sister, Linna tried to persuade her to stop her quest for revenge. She argued that even killing Quincy wouldn't bring Irene back. Reika understood this, but her bond with her sister since childhood was too strong to be suppressed. Reika lashed out at Linna emotionally—a glimpse into the true, fragile self hidden behind her vengeful exterior.

Reika and her team kidnapped Kaufman to lure Quincy out. Despite her arm not being fully healed, Priss also deployed to track down the Griffon.

Quincy appeared. Just as Reika demanded, he came alone. Reika took aim, her heart filled with resentment, yet she found herself unable to pull the trigger. Seeing her hesitation, Kou fired instead! Quincy fell, covered in blood. The Knight Sabers, having just arrived, could only watch the scene unfold.

At that moment, the "dead" Quincy stood back up. He wasn't the real man—he was an android! Suddenly, a massive new Combat Boomer emerged to face them.

The Knight Sabers and Reika's team joined forces to face the giant Boomer. However, they struggled to deal any significant damage. Even with its head blown off, the giant Boomer continued to move. Finally, Reika drove the Griffon into the Boomer and activated the self-destruct switch. Just as she tried to escape, the Boomer grabbed her. With only seconds left until the explosion, Linna leaped onto the Boomer, destroyed the fingers pinning Reika, and pulled her to safety at the very last moment. Simultaneously, the Griffon detonated, vanishing into the flames along with the Boomer.

Though her revenge remained unfulfilled, Reika insisted she would still go after Quincy. Linna handed her Irene's ring. Feeling the shared connection between Irene and Linna, Reika chose to return to the stage once more as Vision.

Page with girl from episode 1
PART 1: BUBBLEGUM CRISIS

Through the darkness stained with blood by a new race of beings, the Knight Sabers ride!

[Plot Summary]

The year is 2032, Megalopolis Tokyo. In a corner of the city at the live house "HOT LEGS," Priss is once again electrifying her fans on stage. Just as the excitement reaches its peak through her powerful vocals, Linna, sitting in the audience, flashes the "N" sign. A Boomer has appeared in the city.

This sudden appearance of a new-model Boomer leads to a clash with the AD Police. The machine displays overwhelming strength, utilizing a powerful laser cannon and a Gatling gun seized from a helicopter. Even Leon, the AD Police commander who rushes to the scene after receiving the transmission, is rendered helpless by the fierce assault.

However, as the Boomer continues its rampage across the highway, three shadows appear before it. Clad in Hard Suits, it is Sylia, Priss, and Linna—the Knight Sabers! The Boomer that gave the AD Police so much trouble is no match for them. It is quickly silenced by the force of the Knuckle Bomber and Railgun.

[Sylia's Past]

Sylia reflects on her father. Ten years ago, her father was immersed in the research and development of Boomers—so much so that Sylia and her younger brother, Mackie, often felt lonely. Her father later died in a laboratory explosion. While still reeling from the shock of the incident, Sylia received a data unit her father had left behind.

Contained within was a vast amount of information, including the secrets of GENOM's Boomer project and the blueprints for the Hard Suits. Simultaneously, Sylia learned that her father's death was no accident—he had been assassinated by GENOM. The man responsible was Mason, the confidant of GENOM's Chairman Quincy. From that day forward, Sylia's battle began.

The next morning, an article appears in the newspaper requesting the services of the Knight Sabers. Surprisingly, the client is the USSD (Space Force). Sylia, along with Nene, begins preparing the Hard Suits...

Car and boomer lady sketch page (PRODUCTION)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS

[Part 2: Character & Boomer Designs]

- Mason’s Female Boomer Roughs: A rough sketch of the female Boomer appearing in Part 2. This specific illustration was handled by Kuroda.
- Super Boomer Image Sketch: An image sketch of the Super Boomer from Part 2. The design was handled by Tony Takezaki. This marked his first design contribution to the *Bubblegum Crisis* series, and he also performed the final "clean-up" for the Boomer's appearance.

[Part 4: Revenge Road Designs]

- The Griffon Image Sketches:
    - Top Left: Two image boards depicting the Griffon's path and movement.
    - Bottom: Three image sketches showing the evolution of the machine. The core concept was that the Griffon would constantly change its appearance as it underwent continuous modifications.
    - Design Pedigree: From the beginning, the design of the Griffon was assigned to Mr. Yamamoto, an illustrator well-known for being an avid car enthusiast. His specialized sense and "mechanic's heart" are fully reflected in the final design.
- Highway Star Roughs:
    - Right: A rough sketch of the Highway Star (the biker gang members/machines) that the Griffon hunts down. This design was handled by Kuroda.

Production Insight

The notes emphasize the specific expertise brought in for Part 4: Revenge Road. By hiring a car-specialist illustrator like Yamamoto, the production team ensured that the high-speed chase sequences felt authentic and that the "super machine" Griffon looked like a plausible, albeit extreme, piece of automotive engineering.

BUBBLEGUM CRISIS

Beta Priss page
(PRODUCTION)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033 | THE STORY OF KNIGHT SABERS

[Character Design Evolution]

- **Nene and Linna's Costume Rough Sketches: Most of the designs for these two were decided upon at this early stage. The only major change from these roughs was Linna's bottom half; her skirt was changed to pants to make her movements appear more dynamic during action scenes.**
- **Priss's Design Concepts: The image for Priss underwent several iterations to capture an "unprecedented presence." The most significant point of change throughout these designs was her hairstyle.**
- **Sylia's Design Concepts: Initially, because she is a gifted woman and the leader of the group, the designs leaned toward making her look considerably older. However, to match the setting of her being a "young genius," the design was eventually corrected to reflect her actual chronological age.**

[Hard Suit & Mechanical Concepts]

- **Flight Knights Powered Suit Rough Sketches: Early conceptual sketches for the specialized flight-capable suits used by the team.**
- **Hard Suit Image Sketches: Hiroki Oda was in charge of the designs, with the specific goal of creating suits that emphasized the female body line.**
    - **The Bike Transformation: The sketch at the top shows an early idea for Priss's Hard Suit where the suit itself could transform into a motorcycle. While this specific "transforming suit" idea was eventually dropped, the concept was refined and evolved into the independent Motoslave support mecha seen in the final series.**

Production Insight

The notes reveal that the iconic "curvy" aesthetic of the Hard Suits was a deliberate choice by designer Hiroki Oda. Additionally, the transition of the

"transforming bike" from a suit feature to a separate robot (the Motoslave) represents a major turning point in the show's mechanical identity.

Big production page with comic on the left

BUBBLE PRODUCTION

Planning Documents + Bubblegum Crisis 1-8 Rough Sketch Collection
Presenting the numerous rough sketches and the original 1986 planning proposal. This is where the "Crisis" in Tokyo truly began!

[FRIGHT KNIGHTS SERIES (Original Planning Proposal)]

In this early stage, the group we know as the "Knight Sabers" was originally titled the "Fright Knights."

■ The Meaning of the Titles

- **BUBBLEGUM CRISIS: It signifies a world where national greed and the endless ambitions of giant corporations have bloated like chewing gum to the point of bursting, and the struggle to contain that imminent explosion.**
- **FRIGHT KNIGHTS: Meaning "The Knights who bring Great Disaster." It was chosen as the name for this underground group of vigilantes; because the members were all female, the creators chose a "masculine" sounding name to create a contrast.**
- **TINSEL CITY: A nickname for the city, meaning "The Glittering/Flashy City."**

■ The Origin of the Fright Knights (Story Concept)

Dr. Stephen, a biological scientist and key figure in a state-sponsored development project, attempted to whistle-blow a secret plan involving the megacorporation GENOM. Before he could, he was assassinated.

His daughter, Sylia, sought refuge with her lover, Dr. George. However, a mysterious group obsessed with her father's research attacked them, killing George. In his final moments, George revealed the truth to Sylia: the cold egoism of a state and corporations that disregard human rights for profit.

The documents left by her father were her "trump card"—research regarding the "Boomer," a perfect, superhuman being. To escape her pursuers, Sylia moved to "Tinsel City," becoming the young owner of a lingerie shop. Carrying

on the will of her father and George, she formed the Fright Knights: a group of dark vigilantes who strike down the "evil" born from corporate and state egoism.

■ Worldview & Tone

While technology advances under the slogan of "convenience and comfort," it has forced a standardized, planned way of life upon the masses. However, the youth have not lost their dreams or energy.

The story follows Leon, a hot-blooded member of the AD Police, who discovers the existence of the Fright Knights. The series is envisioned as a high-speed, thrilling action drama where Leon and the Knights sometimes assist and sometimes clash with one another, channeling the overflowing energy of the youth.

[Visual Notes]

- Top Illustration: A comic-style illustration by Hiroki Oda summarizing the relationship between the Boomers, AD Police, and the Fright Knights.
- Early Sylia: The earliest image sketches of Sylia's expressions were also handled by Oda, capturing her initial character design.

Page 149? Motoslave/largo head silhouette sketch page (PRODUCTION)

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033 | THE STORY OF KNIGHT SABERS

[Design & Concept Sketches]

- **D-D Image Sketches: Image sketches for the D-D (mecha) appearing in Part 5. The design is quite unique. Originally, it was planned for one designer to handle the task, but the process shifted to a hand-off system where the final "Decision" version was completed by Masami Obari.**
- **Motoslave Typhoon Roughs: Rough sketches for the Motoslave Typhoon. Various ideas are scattered across the page, accompanied by comments that lightheartedly claim to be "irresponsible" in their brainstorming.**
- **Kuroda's Sketchbook: An image drawn in Kuroda's sketchbook. It includes a playful note: *"Nene-chan, why do you look so scared?"***
- **Anri (DD-S Model Boomer) Rough Sketch: A rough sketch of Anri from Part 5. Even at this early stage, a certain sense of "fleetingness" or fragility is already present. The hairstyle seen here differs significantly from the final design.**
- **Sylvie Rough Sketch: The guest protagonist of Part 5. This initial image was used as the basis for the transition into the final character design. Her sharp hairstyle is a defining feature.**
- **Part 4 Mechanical Roughs:**
    - **Left: A rough sketch of Leon's handgun as it appears in Part 4.**
    - **Right: A rough sketch of Priss's New Hard Suit from Part 4. This version featured a large firearm attached to the right hand.**

Production Notes

The text highlights the collaborative nature of the design team, specifically how initial concepts from creators like Kuroda or early roughs were refined by lead animators like Obari to reach the iconic look of the series.

BUBBLEGUM CRISIS

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PART 7: DOUBLE VISION ***Vision hides a fierce murderous intent behind her beautiful singing voice. Who is the target of her revenge?***

[STORY]

Vision and the Revengers' new song, "SAY YES!"—their first in a year—is rapidly climbing the hit charts. The vocalist singing this song, which carries the theme of revenge, is Vision herself. She is a mysterious woman, shrouded in a certain melancholy.

In America, where she is most active, Genom has been making new moves. They have partnered with Gulf & Bradley (G&B), one of the world's leading weapons development companies, to create a new type of Boomer. However, this partnership took an unexpected turn. A massive combat machine attacked the heads of both Genom and G&B during a meeting. This machine, the Griffon, easily swatted aside the Boomer bodyguards, slaughtered everyone present, and vanished into the darkness of the night.

Vision traveled to Japan as part of a concert tour, but her true objective lay elsewhere. Her real name is Reika. She is the biological sister of Irene, the young girl who was previously murdered by Genom (in Part 2). Reika has come to Japan specifically to exact revenge on Chairman Quincy.

The man accompanying Reika as her manager, Kou, is actually the pilot of the Griffon that attacked the G&B Chairman. Upon arriving in Japan, Reika and her team used the Griffon to raid a Genom Boomer research lab. Their goal: to kidnap Dr. McLaren, who was dispatched from G&B to oversee Boomer development. Their plan was to use him as a hostage to blackmail Genom and drag Quincy out into the open.

However, McLaren had anticipated such a situation. Unwilling to trust Genom's security alone, he also requested the Knight Sabers act as his bodyguards. At his hotel, the extravagant McLaren was under a double layer of protection: Genom's guards and the Knight Sabers. It was a plan that seemed perfect, but...

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PART 8: SCOOP CHASE ***Lisa Vanette, 16 years old. Her dream for the future is to become a photojournalist!***

[STORY]

The Sabers are fighting Boomers again tonight. Hidden in the shadows, a single young girl captures their exploits on camera. Her name is Lisa, a girl overflowing with curiosity. Lisa's current dream is to get a "scoop" on the Knight Sabers' true identities. She thought tonight was her golden opportunity, but Priss, noticing she was being filmed, destroyed the precious camera Lisa had received from her father.

However, Lisa isn't the type to give up that easily. She asks her uncle*, who is a high-ranking official at the A.D. Police, to let her come by for a visit. She figures it will be easier to land a scoop there. To her surprise, Nene is assigned to be Lisa's babysitter. Watching Lisa burn with enthusiasm to unmask the Knight Sabers, Nene feels a growing sense of unease.

Meanwhile, at the research lab of Ebisu, a Genom subsidiary, the director Miriam is obsessed with seizing the position of Genom's Number 1. To prove his capabilities to the world, he decides to challenge the Knight Sabers. Miriam sends out one modified Boomer after another to collect their combat data.

One day, during a battle with a Boomer, Nene's visor is shattered. Lisa, who was there to scoop the scene, begins to suspect Nene. Thinking, "There's definitely something going on here," she starts hounding Nene.

Nene, unaware she is being tailed by Lisa, works up a sweat in combat simulations for the New Hard Suit. However, her results are below those of an average woman; to make matters worse, her waistline has expanded by one centimeter, making her the laughingstock of Linna and Priss.

As for Lisa, she lies in wait for the perfect moment to catch the suspicious Nene in the act. Nene is horrified to realize that Lisa has taken a photo of her, but she somehow manages to bluff her way out of it. Still, Nene realizes she cannot let her guard down around Lisa's relentless energy.

Page ???
[CHARACTER]

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS MEGA TOKYO 2032-2033: THE STORY OF KNIGHT SABERS

Griffon (Gen-Bu)

A four-legged machine developed by a massive Asian conglomerate. Its four legs allow for movement and attacks in any terrain or situation. Its primary weapon is a Vulcan cannon located under the chassis, along with lasers and a grenade launcher mounted on the top of the unit. It is a two-seater piloted by Reika and Kou, used to target G&B's top brass and Chairman Quincy.

- **Griffon in Stowed Leg Position**
- **Grenade Launch**
- **Cockpit Hatch Open**
- **Griffon Cockpit: The two-seater arrangement is designed so that the seats are nearly touching.**

Kou

A young man following orders from "The Elder" to assist Reika. Much of Reika's success is due to his contributions. Though he remains cool-headed, he occasionally shows a more human side in response to Reika's kind heart.

- **Kou's Combat Style: The outfit he wears when boarding the Griffon with Reika.**

The Trailer

A trailer capable of transporting the Griffon. Maintenance and repairs can be performed inside.

The Elder (Zhang)

The head of the massive Asian corporate conglomerate and leader of the "Huabang" (Hwa-Bang). Due to his advanced age, he has stepped down from the top position, which currently remains vacant.

Reika’s Subordinates

They appear in Reika's scenes.

- **Kai: One of Kou's subordinates. He has a vibe that makes you question if he’s actually a subordinate.**
- **Sou: One of Kou's subordinates.**
- **Shin: One of Kou's subordinates. Out of the group, he is the only one with actual lines.**

Dr. McLaren

The head of development for the new Boomer model, who moved from G&B to Genom. In the end, he is arrested by the A.D. Police for "violation of the Prostitution Prevention Law" (?!).

Nene’s Friend

She also appears in Part 7, but she didn't have a name at this stage. She is the one who found the keyword for the program Nene was struggling with.

Labels & Captions

- **Zhang (The Elder)**
- **Genom’s Helicopter: The helicopter Quincy used to meet Reika, but it was secretly loaded with Boomers.**
- **Kai / Sou / Shin**
- **Dr. McLaren**
- **Nene’s Friend**

Technical Diagrams (Bottom Right)

- **Nene’s Friend (Schoolgirl)**
- **Finalized Design Sketch**
- **12-15: Detailed mechanical joints and leg components for the Griffon.**

[The "Lost Episode" Collection]

Specifically released here are the "phantom" episode plots conceived during the 1986 planning stages. At the time, President Suzuki (of Artmic) boldly declared, "We will make 13 episodes of Bubblegum!" based on these very plots. While none of these were filmed exactly as written, many of the ideas were recycled into the final episodes.

Staff Commentary

- On Episode 4 (Revenge Road): The storyboard for the 4th part's drive scene was actually handled by Junji Fujita. It was a scene where the dialogue between Sylia and Fargo was so gripping it made you forget the action.
- On Priss's Guitar: The attention to detail regarding Priss's guitar came from Mr. Yoshida. Incidentally, he kept his hair dyed blonde throughout the entire production.

Phantom Episode Plots

Note: In these early drafts, the Knight Sabers were referred to by the working title "Flight Knights" or "Flight Knives."

1. "The Hijacker" (Working Title: Fly Knife)

A hijacked plane lands at Tinsel City Airport. The "Flight Knights" intervene, but they discover the hijacking was a diversion. The true goal was the "Command Cruiser" hidden within the airport—a machine under the control of Genom.

2. "Trap Phantasm"

A famous classic car collector is murdered. The culprit is a professional car thief, but there is a secret: the thief is actually an artificial intelligence called

"Experience" that has gone rogue. The AI needs specific high-performance parts to evolve.

3. "Devil Wheel"

A demonic car with terrifying power appears on the highway, outrunning and destroying police cars. Leon chases the "scent" of the crime. It turns out the car is being controlled by a "Cyber Monster" that absorbs the driver's distorted psyche. (This clearly became the basis for *Episode 4: Revenge Road*).

4. "Vampire Rider"

A series of "vampire" attacks occur at a concert house. Rumors spread that an alien or a monster is responsible. Leon investigates, but the "vampire" is actually a defective Boomer with a blood-collection obsession.

5. "Wall Climber"

A mysterious thief is scaling skyscrapers and killing guards. The "Flight Knights" are called in. The culprit is a Boomer equipped with specialized climbing gear, but it is actually a testbed for a new "Tilty" maneuverability system.

6. "One Man Army"

A conflict arises within the "Flight Knights." Sylia insists on leadership and strategic strikes, while others want to act more independently. Meanwhile, a "Super Boomer" with the power of an entire army is deployed by Genom, forcing the team to reconcile.

7. "The Grand Prix"

A high-stakes race is held in Yokohama City. A legendary racing car, the "P-1" (similar to an F1 car), which was supposed to have been scrapped, reappears. The driver is an "Artificial Intelligence Racer." The Flight Knights must enter the race to stop the car before it causes a catastrophe on the freeway.

8. "Air Experience"

Genom is developing an "Air Computer" capable of controlling the city's entire infrastructure. The "Flight Knights" take a job to infiltrate the Genom facility, leading to a final confrontation with the Boomer mastermind.

BUBBLE GUM CRISIS: DATABASE
Glossary & Index

> This index contains 550 entries featuring characters, mecha, and locations appearing in *Bubblegum Crisis* and *Hurricane Live*. If you memorize all 550 items, you might just become more of an expert than supervisor Shinji Aramaki himself (probably)!

Guide to Symbols:

- (人物) → Character
- (メカ) → Mecha / Mechanics
- (地名) → Location / Place Name
- (他) → Others (Small items, settings, terminology)

A (あ)

- Aqua City (地名): R-16.
- Outrider (人物): R-124.
- Armored Version (メカ): A version of the Hard Suit that was designed but never used in the OVA.
- Army (人物): USSD soldiers.
- Arm Parts (メカ): P-37.
- Eye Shutter (メカ): A shutter used to protect the eyes from Boomer attacks.
- Irene (人物): Linna's friend (Episode 2).
- Irene's Grave (地名): Located in the foreign cemetery.
- Irene's Engagement Ring (他): In the early planning stages, Reika was supposed to wear this.
- Irene's Fiat (メカ): P-53.
- Irene's Leotard (他): Her workout clothes.
- Outriders (人物): The gang that attacked Gibson and Naomi.
- Outrider Bike (メカ): Custom bikes used by the gang.
- Outrider Weapon (メカ): Weapons used by the Outriders during the attack.
- Anri (人物): P-32. A Boomer girl from Episode 8.

- **Anri's Dress (他): The clothes she wore when meeting Priss.**
- **Adam (メカ): A Boomer model.**
- **Couple (人物): R-130. The couple attacked by a D.D. in Episode 1.**
- **Couple's Car (メカ): The car destroyed by the D.D. Boomer.**
- **American Police (人物): G&B security/police.**
- **American Police Cruiser (メカ): Patrol cars used by USSD/American police.**
- **American Police Helicopter (メカ): Helicopters used by USSD.**
- **Inner Wear (他): The suits worn under the Hard Suits.**
- **Vision (人物): R-38~39. Reika's stage name.**
- **Whiz Laboratory (地名): R-32.**
- **Ebisu Employees (人物): Researchers at Ebisu working under Miriam.**
- **Ebisu President (人物): A man overjoyed by Genom's backing.**
- **Ebisu Mechatronics Corp (他): A Genom-affiliated company that rose to prominence through Boomer development.**
- **Eliminator (メカ): P-36.**

Younger Years (Characters)

- **Young Reika (人物): P-138.**
- **Young Sylia (人物): R-40~41.**
- **Young Mackie (人物): P-52.**
- **Young Nene / Linna / Priss (人物): Early designs/flashbacks.**

Ka (か)

- **Karl Baker (人物): A piano player mentioned in a news report.**
- **Kai (人物): A subordinate of Largo (or related to USSD).**
- **Kaufman (人物): A Genom/SDPC official who tried to sell Sylvie out.**
- **Gown Sylia (人物): Sylia wearing her dressing gown.**
- **Gas (他): Welding gas used by Gibson to build the Griffon.**
- **Cutter (メカ): A tool used by Priss to remove a cast.**
- **Gatling (メカ): The gun a Boomer ripped off a Fire Bee helicopter.**
- **Kanda-san (人物): A character at the shop Priss visits. (Note: Named after the real-life editor of *Cyber Comix* because they shared a similar look).**
- **Gun Locker (地名): The locker inside the ADP building used by Nene.**
- **Keyboard Man (人物): Keyboardists for both Priss and Vision's bands.**

- **Crate (メカ): The container used by Reika to transport the McLaren.**
- **Guitar (人物): Guitarists for both Priss and Vision's bands.**
- **Kitsuen (地名): A restaurant near Chinatown where Irene tells Linna her secret.**
- **Gibson's Apartment (地名): R-32.**
- **Gibson's Sensor (メカ): Sensors Gibson attached to himself to sync with the Griffon.**
- **Gibson's Gun (メカ): The American-made large-caliber pistol Gibson used.**
- **Gibson's Bike (メカ): The bike Gibson used to visit Raven's garage.**
- **Gibson's Mask (他): The face guard Gibson wore.**
- **Caravan (メカ): P-35.**
- **Quincy (人物): R-34. The chairman of Genom.**
- **Quincy's Chair (メカ): R-34.**
- **Quincy's Helicopter (メカ): The heli Leon and others were staking out.**
- **Griffon (メカ): P-126. The high-speed combat car.**
- **Giant Boomer (メカ): The final form of Frederick in Episode 6.**
- **Killer Doll (他): The name of the organization Reika belonged to.**

BUBBLEGUM CRISIS: DATABASE 2032-2033

THE STORY OF KNIGHT SABERS

L (Leon McNichol & Equipment)

- **Leon's Cigarettes: Leon smokes Lucky Strike King Size.**
- **Leon's Watch: A SEIKO watch worn by Leon; it receives calls/summons from HQ.**
- **Leon's Bike (Mecha): His personal motorcycle (IRIS).**
- **Leon's Helmet: The helmet Leon wears when riding.**
- **Leon McNichol (Character): (P-53) Lead AD Police officer.**
- **Leon's Riding Suit: His biker gear.**
- **Leon's Railgun (Mecha): (P-115) High-powered heavy weaponry.**
- **Leon's Locker: His locker located at his residence/HQ.**
- **Leg Bomber (Mecha): Hidden weaponry built into the leg units of Priss's Hard Suit.**
- **Wrecker Truck (Mecha): (Ep. 1, 2).**
- **Retort (Character): (Ep. 6).**
- **Retort's Camera: The camera used to take photos of Priss. Specifically, a "Genox 9000."**
- **Road Chaser (Mecha): (R-64).**
- **Rod Cutter (Mecha): A high-speed vibrating blade attached to the arm of Linna's Hard Suit.**

Flashbacks (Younger Years)

- **Young Sylia / Young Priss / Young Nene / Young Linna / Young Naomi: References to character designs during flashback sequences.**

AD Police (ADP) Section

- **AD Police (General): Detailed explanation of the special police force.**
- **ADP Building / Headquarters: (P-31) The main facility for the AD Police.**
- **ADP Mortuary: Visited by Leon and Nene for the couple killed in Ep. 1.**
- **ADP Helicopter (Mecha): Standard aerial patrol unit.**
- **ADP Gym: The scene where Leon is seen distractedly lifting dumbbells.**

- ADP Hangar: Contains the helipad and various radar equipment.
- ADP Computer Room: Where Nene accesses Gibson's data and manages schedules. Features heavy security protection.
- ADP Guard Police: Officers stationed at the entrance, armed with pistols.
- ADP Locker Room: Where Nene was tasked with looking after Lisa.
- ADP Uniforms: Standard duty gear for officers.
- ADP Patrol Car (Type A & B): (P-65, 66) The standard cruisers used by the force.
- ADP Sub-Control Room: A secondary command center.
- ADP Main Computer Room: The hub that was eventually taken over by Miriam's Boomers in Ep. 8.
- ADP Motoroid (Mecha): Transforming police mecha.

Organizations & Locations

- AIC: The animation studio that produced *Bubblegum Crisis*. Their logo appears on Priss's helmet.
- BIG EGG: The Tokyo Dome, where Vision's concert was held (R-32).
- D.D.: A combat-type Boomer (Heavy Beast form).
- EMI: The record company.
- G&B (Genom & Boomer): The company Linna works for; they have a technical tie-up with Genom for Boomer development.
- Genom: (P-34) The mega-corporation led by Quincy.
- GPCC (Genom Production Control Center): The central hub for Genom's operations.
- HOT LEGS: The live house where Priss performs.
- J.B. Gibson (Character): (P-124) The antagonist of "Revenge Road."
- K-1 / K-2B / K-18 (Mecha): Various military/police Boomer and drone models.
- KOTETSU (Mecha): The name of the laser sword equipped on Sylia's Hard Suit.
- LADY 633: (P-117) The fashion building owned by Sylia.

Technical & Miscellaneous

- LVTP Slag (Mecha): (R-27).
- MA Shot-Machinegun (Mecha): (P-63).
- OMCS (Over-Mind Control System): A system that allows the user to control all Boomers at will.
- ORCA (Mecha): (R-29) An orbital space shuttle/cockpit unit.

- **PARKING 200: The parking garage where the Griffon hid from patrol cars.**
- **PCBC: A project aimed at creating artificial humans to replace those lost in the Great Earthquake; this led to the creation of Boomers.**
- **SDPC / SDPC Heli: Space Development Promotion Corporation and its aircraft.**
- **Tokyo Space Port: The USSD facility located in Tokyo.**
- **USSD: United Space Surveillance and Development.**

ORIGINAL VIDEO ANIMATION SERIES: BUBBLEGUM CRISIS
(DATABASE) THE STORY OF KNIGHT SABERS
T / D (Technical & Items)

- Tune-up Griffon (Mecha): The upgraded version of the combat vehicle from "Revenge Road."
- Targeting Camera (Mecha): A device Priss was scheduled to use during combat shooting training.
- Daidoh, Elder (Character): An influential figure (Ep. 7).
- Daidoh's Chair: The chair the Elder was sitting in.
- Daidoh's Dog (Other): The old dog seen at the Elder's side.
- Stop Signal / Stop Light: Used by Nene to signal Priss to stop her bike.
- Disk Letter: The message left by Irene for Reika (Ep. 2).
- Deep Psychology Scanner (Mecha): The system used by Kate to identify Anri's nature as a Boomer by scanning her subconscious.
- Data Floppy: The floppy disk Sylvie stole from GPCC.
- Data Unit: The unit sent to Sylia by her father, Dr. Stingray.
- Daily Wong (Character): (P-52).
- Daily's Van: The vehicle used by Reika's team to kidnap Linna.
- Frederick Fusion (Mecha): Frederick's grotesque, urban-fused form. "Very disgusting."

D / T / N (Locations & Teams)

- Tokyo City Punk: (Music/Style reference).
- Tokyo City Area: Where the Sabers fought the "Fake Sabers." It was also the site for Mackie's Sky Carrier test flight.
- Doberman (Mecha): (P-59).
- Drive-In Theater: The location where Sylia and Fargo held their secret meetings. A robot-themed movie starring Vision was playing.
- Drums: References to the drummers in both "The Revengers" and Priss's backing band.
- Transporter (Mecha): (P-66).
- Dream Island: The location Leon rushed to during the case.
- Drink Water (Character): The reporter who reported on the Griffon incident on the radio.
- Training Room: Located in Raven's garage; used by the Knight Sabers to gather data for their new suits.

- Trailer (Mecha): Priss’s mobile home.
- Knight Sabers (Organization): The team formed to protect humanity. Members: Priss, Sylia, Linna, and Nene.
- Knight Sabers Trailer (Mecha): The team's mobile base/transport.
- Knight Sabers' Sign: The hand signal used for communication. In Part 6, the Fake Sabers also used this.

N (Naomi & Nene)

- Naomi Anderson (Character): (P-124) Gibson’s lover from "Revenge Road."
- Naomi's Bed: The hospital bed where Gibson stayed by her side.
- Knuckle Guard (Mecha): Armor piece for the Hard Suit.
- Knuckle Bomber (Mecha): (P-45) The explosive punch weapon used by the Sabers.
- Nam (Character): (P-128).
- Fake Knight Sabers Hard Suits (Mecha): Custom suits for Fake Sylia, Fake Nene, Fake Priss, and Fake Linna.
- Nene Romanova (Character): (P-50) The team's hacker and ADP officer.
- Nene’s Custom Hard Suit (Mecha): (P-51).
- Nene’s Waitress Outfit: Her disguise for undercover work.
- Nene’s Guitar: A double-neck guitar where only the lower neck is functional.
- Nene’s Cake-Eating Room: The kitchen where she went to snack on cake.
- Nene’s Computer: The high-spec setup she uses for hacking (featuring three monitors).
- Nene’s Gun (Mecha): (P-45) The weapon she fired while crying.
- Nene’s Scooter (Mecha): Her personal transport.
- Nene’s Protect Breaker Device (Mecha): The hacking system Nene used to bypass security.
- Nene’s Bed: Where she is seen sleeping before being scolded by her mom over the phone.
- Nene’s Mom (Character): (P-44).
- Nene’s Apartment: (R-32).
- Nene’s Glasses: She wears these specifically when hacking into computers.
- Nene’s Doodle: A funny drawing Nene made of Leon on a document (Is she making fun of him?).

H / P / B (Hard Suits & Boomers)

- **Hard Suit (Mecha): Powered armor created by Dr. Stingray. It provides feedback for the pilot's electrical nerve signals.**
- **Maintenance: The equipment used to service the Hard Suits.**
- **Highway Star (Mecha): The super-bike built for Priss to chase the Griffon.**
- **Highway Patrol / Police: The standard traffic police (not AD Police).**
- **Bio-Escape Corporation: The organization Sylia was once affiliated with (Whiz Laboratory).**
- **Hyper Boomer (Mecha): Advanced, high-performance Boomers.**
- **Pajama Mackie: Mackie Stingray in his sleepwear.**
- **Batman (Priss): A scripted code name (originally intended to be "Moonlight").**
- **Patrol Beagle (Mecha): (P-130).**
- **Hand Cannon (Mecha): (P-14).**
- **Vampire (Sylvie): The name citizens gave to the mysterious killer (actually Sylvie).**
- **Beam Cannon (Mecha): Mounted in the mouth of the Super Boomer; significantly more powerful than standard models.**
- **Beer Can: Specifically Heineken.**
- **Business Jet (Mecha): The plane Reika and Vision used to arrive in Japan, featuring the Vision logo.**
- **Fargo (Character): (P-30) The information broker for the Sabers.**
- **Phibi's Aerobics Studio: The gym where Linna works out.**
- **Boomer (Mecha): General term for the artificial beings/robots in the series.**
- **Boomer-fied Largo (Mecha): Largo's final monstrous form.**
- **Boomer 2000 / 2001B: Security Boomer models at the GPCC building.**
- **Fire Bee (Mecha): A flight-capable unit.**
- **Hou Bang: The organization Reika belongs to; she was destined to be its leader.**
- **Hou Bang Ring: A silver ring with a special engraving worn by members.**
- **Policewomen (Characters): (P-63) ADP female officers.**
- **Fusion: A Boomer's ability to assimilate and merge with other machinery or materials.**
- **Brian J. Mason (Character): The primary antagonist of the early series.**
- **Black Box (Mecha): Crucial data storage device.**

- **Priss (Character): Prisscilla S. Asagiri. Leading member of the Knight Sabers.**

BUBBLEGUM CRISIS INDEX
P (Priss / Plot Items)

- **Priss’s Stolen Bike (Mecha): The bike she took in a hurry.**
- **Priss’s Custom Hard Suit (Mecha): Her signature combat suit.**
- **Priss’s Stage: Scenes of her performing at Hot Legs.**
- **Priss’s Trailer: Her home (referenced as R-30).**
- **Priss’s Knife: The knife she used when confronting Sylia in Ep. 1.**
- **Priss’s Bike (Mecha): Various models listed (IRIS, R-21, P-1, IP-45).**
- **Priss’s Pre-Saber Bike: The bike she used before joining the Knight Sabers.**
- **Priss’s Bag: The bag she used when she was preparing to go on a journey.**
- **Priss’s Present: The 3D shooting game "STAR SOLDIER 2" she gave to Sho.**
- **Priss’s Helmet: (Ep. 1, 2, 3, 5).**
- **Priss’s Poster: After the incident with Sylvie, a frustrated Priss crumpled this up.**
- **Priss’s Ponytail: Her iconic hairstyle.**
- **Priss’s Rider Suits (A, B, C, D): Her various biker outfits.**
- **Flint (Character): A character appearing on P-30.**
- **Flex (Mecha): A machine from Ep. 5.**
- **Frederick (Character): The antagonist from Ep. 6.**

B / H / M (Band / Mecha / Mackie)

- **Bass (Character): Member of Vision’s backing band, "The Revengers."**
- **Bass (Character): Member of Priss’s backing band.**
- **Heavy Motoslave (Mecha): Upgraded version of the Motoslave.**
- **Helicopter Police (Mecha): AD Police helicopters.**
- **Heli-Transport Truck: Vehicle used for transporting helicopters.**
- **Bogey (Character): Frederick's subordinate (Ep. 6).**
- **Body Scanner (Mecha): Used by Priss to scan Nene’s body lines to make a new suit (Very necessary!).**
- **Police Boomer: (Ep. 1/3).**
- **Micro-Neutron (System): A high-energy system that causes massive explosions.**
- **Dr. McLaren (Character): Scientist from Ep. 5.**

- Dr. McLaren’s Bodyguards (A & B): Guards protecting him at the hotel.
- Dr. McLaren’s Bracelet: A tracking device Sylia's team made him wear.
- Machine Cannon (Mecha): Heavy weaponry.
- Mackie Stingray (Character): Sylia’s younger brother.
- Mackie’s Powered Suit (Mecha): A suit designed for Mackie.
- Mackie’s Room: Accessible through a hidden entrance in Sylia's shop.
- Mackie’s Casual Clothes (A, B, C): Various outfits for the character.
- Milly Jackson (Character): An alias used when infiltrating Genom.
- Miriam’s Original Boomers (A, B, C, D): Custom combat Boomers from Ep. 8.
- Miriam’s Heli (Mecha): Miriam’s personal transport.
- Miriam Yoshida (Character): The antagonist of Ep. 8.
- Muramasa (Mecha): The name of the laser sword built into the right arm of Sylia’s Hard Suit.
- Mason’s Powered Suit (Mecha): Combat suit for Brian J. Mason.
- Mason’s Helicopter: Used by Mason in his pursuit of Cynthia.
- Meg: A minor character.
- Mercedes-Benz 300SL (Mecha): Sylia’s classic car.
- Motoslave (Mecha): The Knight Sabers' transforming support machine.
    - Motorcycle Mode
    - Motoroid Mode (Robot form)
- Monitor Remote: A remote used to control USSD monitors.

L / R (Largo / Lisa / Linna)

- Largo (Character): The major antagonist appearing in Ep. 5 & 6.
- Largo’s Hideout: Where he coordinates with other Boomers.
- Largo’s Car / Costume: His personal style.
- Lisa Vanette (Character): The young photographer/reporter.
- Lisa’s Camera / Bicycle / Badge: Her various pieces of equipment.
- Linear Monorail: The train Linna uses to follow Reika.
- Linna’s Custom Hard Suit (Mecha): Her green combat suit.
- Linna’s Aerobics: Scenes of her working out at the gym.
- Linna’s Stage: Her performance moments.
- Linna’s Maid Outfit: The disguise she used to infiltrate with Sylia.
- Linna’s Drums: The bass drum features the Knight Sabers logo.
- Linna’s Bra: A tracking device was hidden in it.
- Linna Yamazaki (Character): One of the four Knight Sabers.
- Lou (Character): A minor character.

R / L (Reika / Leon)

- **Reika (Character): The protagonist of the "Vision" episodes (Ep. 7).**
- **Reika's Combat Style / Underwear / Gun: Details regarding her character design.**
- **Reika's Gun: Her model is a customized Beretta, distinct from standard models.**
- **Dr. Raven (Character): The veteran mechanic for the Sabers.**
- **Raven's Garage: His workshop.**
- **Laser Cannon / Laser Sword: Weaponry mounted on the Hard Suits.**
- **Leon's ID Card: Effectively his police badge.**
- **Leon's Apartment: His living quarters.**
- **Leon's Cast: The bandage/cast he wore after the battle with the D.D.**
- **Leon's Grenade: Used against the runaway Griffon.**
- **Leon's Sunglasses: His signature look.**
- **Leon's Shotgun: The weapon he was supposed to use in Ep. 1.**

The End!